



*Virtua
Fighter 4*

TEEN
T
CONTENT RATED BY
ESRB

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



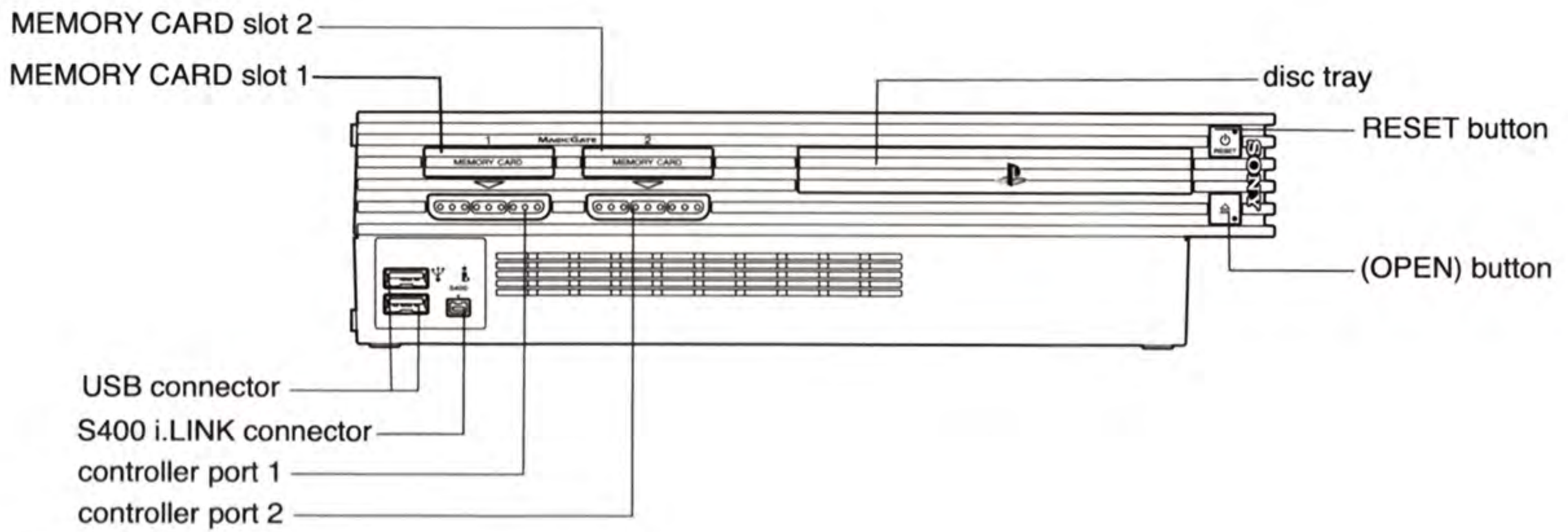
Thank you for purchasing Virtua Fighter 4. Please note that this software is designed only for use with the "PlayStation®2 computer entertainment system." Be sure to read this instruction manual thoroughly before you start playing Virtua Fighter 4.

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* Virtua Fighter 4 is a memory card (8MB) (for PlayStation®2) compatible game. The Player/A.I. File is automatically saved. Please do NOT turn off the power of the "PlayStation®2" console or insert/remove a memory card (8MB) (for PlayStation®2) during saving.

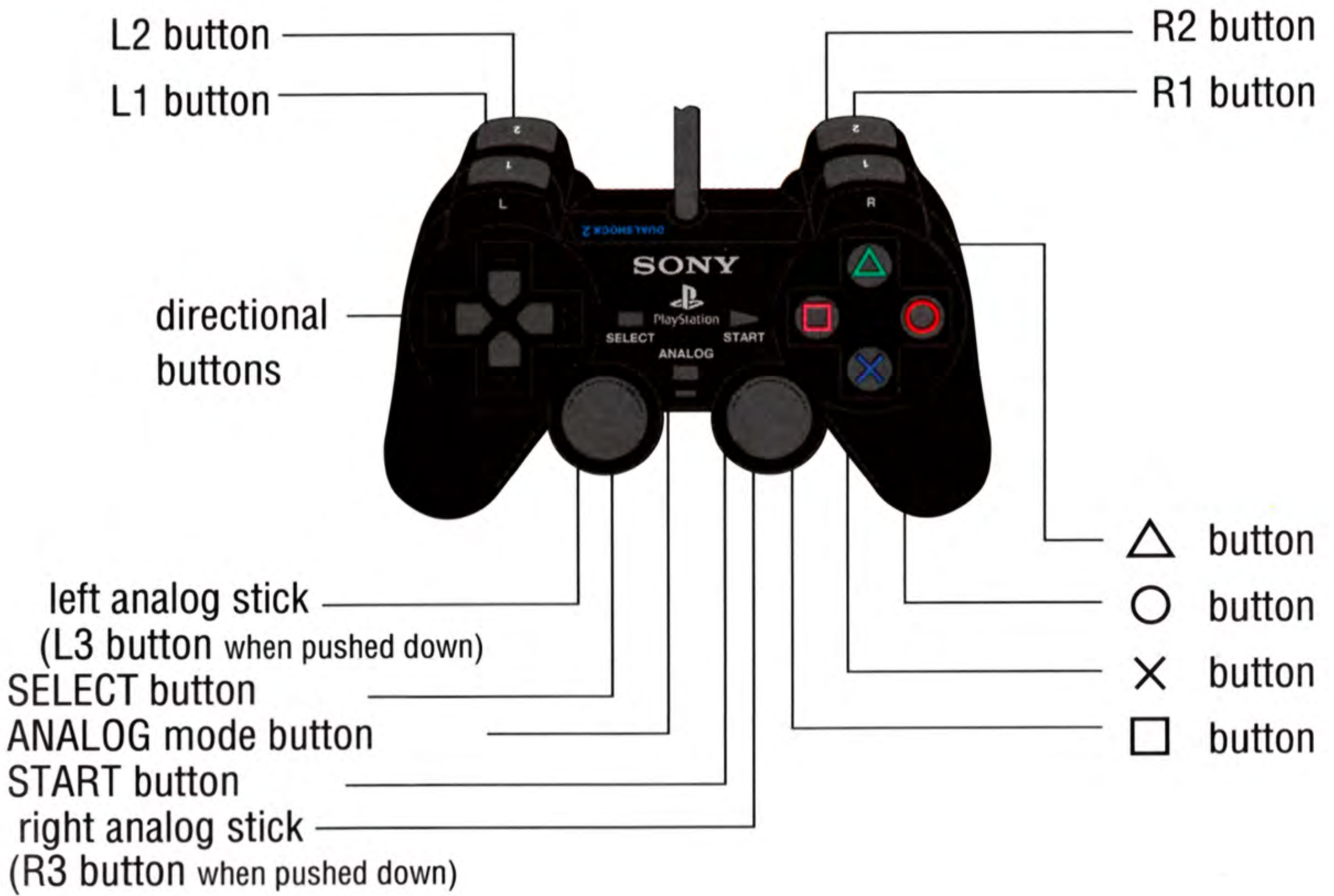
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the (Virtua Fighter 4) disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



PROLOGUE

In the end, it was Kage-Maru who won the Third World Fighting Tournament. After it ended, he defeated a new model of Dural who appeared before him. Kage-Maru finally obtained the new item type required to save his mother, Tsuki-Kage. However, Tsuki-Kage actually got worse, transforming into Dural further when the item was used. Ultimately, she turned into Dural completely and “J6” acquired her once more. With Dural again within their grasp, “J6” started to research how they could mass produce Dural. During their research, “J6” discovered that Tsuki-Kage had remained incomplete for too long which explained her lack of abilities somewhat.

“J6” started to look for a new target eligible enough to become a new (complete) Dural. They decided upon “Sarah Bryant.” Plans were made so as to acquire her and the Fourth World Fighting Tournament was organized.

With many hidden agendas and suspicious machinations going on, the Tournament is now ready to begin.

● Outline of the “Virtua Fighter” Series

The World Fighting Tournament : a worldwide competition for fighters who believe in the superiority of their own fighting skills and technique.

The champion of the First Tournament was Lau Chan, who retrieved the legendary art “Ko'enken.” At the end of the Second Tournament, it was Akira Yuki, a young fighter who uses “Hakkyokuken,” who walked away the winner. Who was the winner of the Third Tournament? While looking respectable and admirable, the tournaments are anything but, with a mysterious group plotting from behind the scenes.

“J6 (“Judgement 6”) - An Organization composed of six global mega-industries that have great influence on everything from weapons development to world politics. Ultimately, “J6” strives for unrivaled control of the world's fate. The true purpose of J6 holding the World Fighting Tournament is to test the abilities of “Dural” (artificial/programmable human beings), and new materials.

Although Kage-Maru managed to rescue and whisk away his mother, Tsuki-Kage, off to freedom at the end of the Third World Fighting Tournament, her medical condition worsened once more. He was able to confirm that she was suffering an unknown after-effect from her transformation into Dural. Using his ninja skills, Kage-Maru managed to infiltrate the Organization once more and found out that he needed to get a new item to rescue his mother.

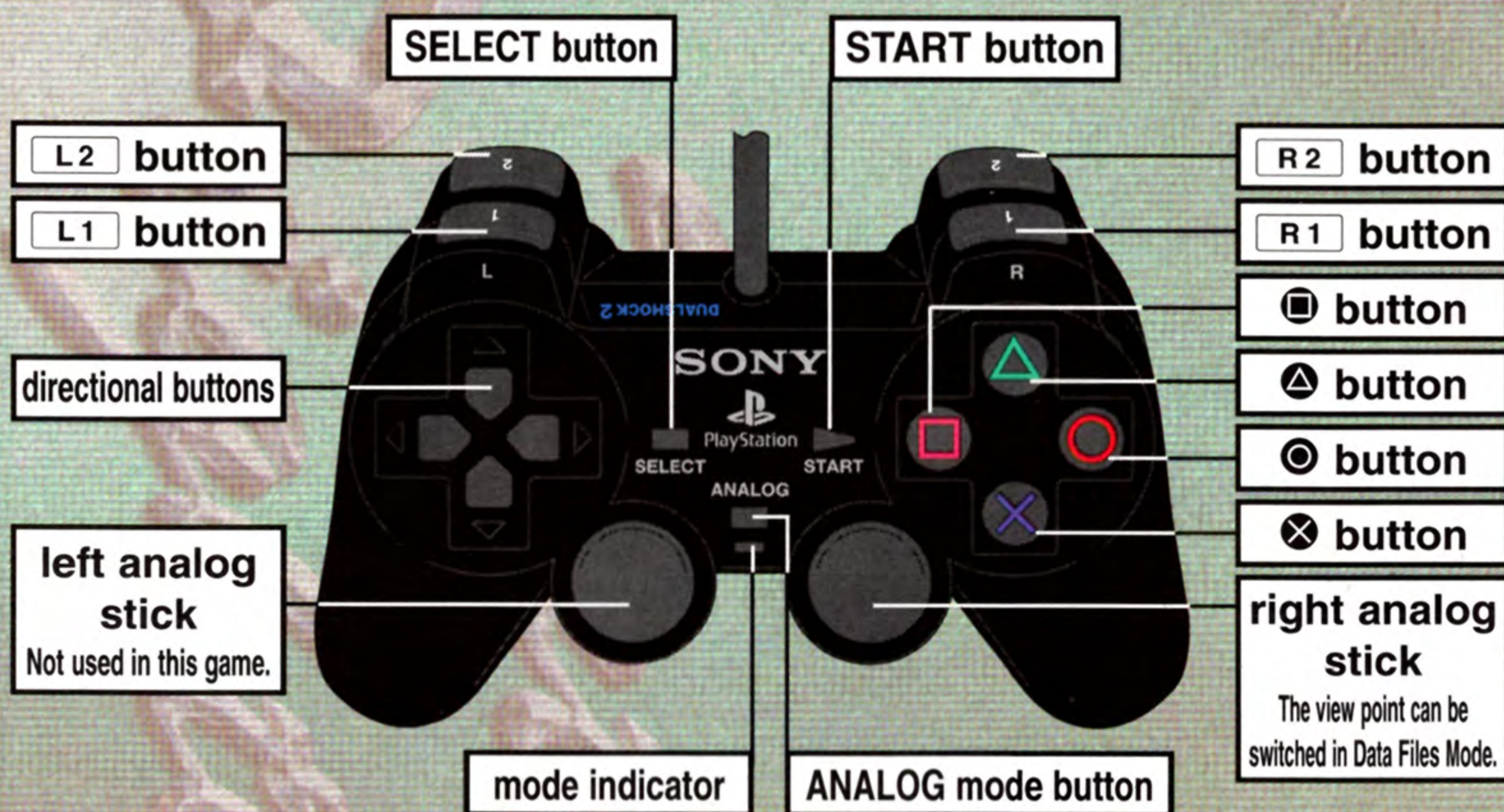
Those fated to fight are now about to start their endless battles once again. Who will win the battle this time?

BASIC CONTROLS

Virtua Fighter 4 is a one- or two-player game, and compatible with both the DUALSHOCK™ analog controller and the DUALSHOCK®2 analog controller. When playing a 1P game, connect the DUALSHOCK®2 analog controller to controller port 1. When playing a 2P game, connect the DUALSHOCK®2 analog controller for the 2nd player to controller port 2.

* In this instruction manual, controls are described using the DUALSHOCK®2 analog controller.

DUALSHOCK®2 analog controller



Buttons to use	Menu/Select Screen	During Match
directional buttons	Move cursors	Control Characters
○ button	Enter	Kick
× button	Enter	Punch
△ button	Cancel	Punch
□ button	Cancel	Guard
SELECT Button	Player/A.I. File Menu are displayed on the Character Selection Screen	Pause Menu is displayed

* The button controls described in this instruction manual are all default settings. The button settings can be modified in the CONTROLLER at OPTIONS (See P.20).







* Virtua Fighter 4 is compatible with the vibration feature. The vibration feature can be operated both when the ANALOG Mode is on (mode indicator : ON) and when the ANALOG Mode is off (mode indicator : OFF). You can switch the vibration function to ON/OFF within OPTIONS (See P.20).



You'll put it all on the line for one moment of glory... Prepare for the fight of your life!
THE 4TH WORLD FIGHTING TOURNAMENT

Command Display

The basic controls used during gameplay are displayed in the right list. Note that you can follow the controls in the list only when a player is facing right. If a player is facing left, the right and left controls of the directional buttons must be reversed. To input a diagonal direction, press the 2 directional buttons surrounding the direction you wish to press (ie. up and right).

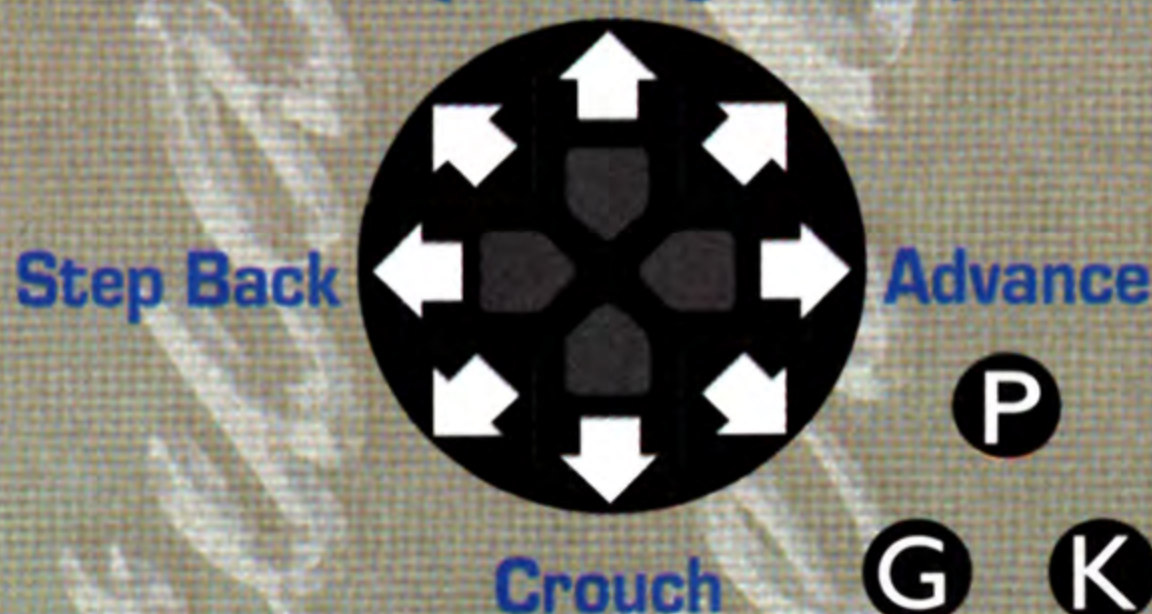
-  Press and hold the directional buttons in the direction indicated.
-  Tap the directional buttons in the direction indicated.
-  Press to punch
-  Press to kick
-  Press to guard
-  Press two or more buttons at the same time.

Common Command Techniques

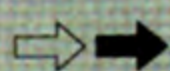
Basic Controls

With the directional buttons, a character can advance, step back, crouch, ARM, use **P** (**△** button) to punch, use **K** (**⊙** button) to kick and use **G** (**□** button) to guard. Also, a character can combine the directional buttons with **PKG** to perform various moves.

ARM (All Range Move)



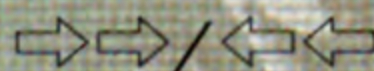
Running



A character runs forward. If you let go of the directional button, the character stops running.



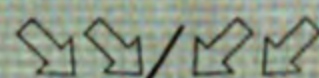
Dash/Back Dash



A character can dash a short distance forward or backward.




Crouching dash/Crouching back-dash



A character can dash a short distance crouching forward or backward.



Jump

Press and hold  + **P** (or **K**)

A character can jump.



ARM (All Range Move)

Walk any direction (except downward) and move in any direction you like.

If you press and hold any directional button except downward, your character will begin walking. To command your character to walk downward, press down, then immediately press and hold down.



BASIC CONTROLS

ACTIONS

Other than the basic actions mentioned on the previous page, a character can perform various actions by combining the directional buttons with **P**, **K**, and **G**. Below are the action combinations for attacking and guarding.

Throw

P+G

When your opponent is close, you can throw your opponent with **P+G**. There are also individual throw commands for each character.



Throw Escapes

P+G

With **P+G**, you can avoid being thrown when your opponent is about to throw you. For other throws that use **P+G** and a direction, enter the last direction of a command simultaneously.



Down Attack

↑ P (When your opponent is down)

When your opponent has been knocked down to the ground, you can perform a follow-up attack. Some characters have unique attacks as well.



Recovery

P+K+G (when you are about to fall)

When you are just about to hit the ground, press **P+K+G** to spring back up, and dodge a Down Attack from your opponent.



Getting Up

P or **G** (When you are currently down)

When your character is knocked down, you can make him/her get up.



Rising Attacks

K or **↓ K** (When you are knocked down)

When getting up, you can have your character perform middle/low attacks.



Evading

↑ or **↓** (Set back to neutral after pressing)

You can dodge an attack from your opponent to the right or left.



Evade Attacks

P+K+G (When you are evading)

After dodging attacks from your opponent, you can perform counterattacks. Moves vary from character to character.



Other Actions

Some of the actions can be used only by some specific characters. See "Character Introductions & Move List" beginning on P.22.

Reversals

High-Attack : ← P+K

Mid-Attack : ↗ P+K

Low-Attack : ↓ P+K

With this move, you can counterattack your opponent. Different directional buttons are used depending on attributes of High/Middle/Low Attacks.



Deflecting

With this move you can deflect attacks from your opponent. If you deflect successfully, your opponent will stagger, which gives you a better chance to hit back.



Charge Attack

Push down on the last button you pressed.

By holding down on the last button you pressed, you will be able to make a strong charged move.



Attacking by the walls

In many stages there are breakable walls. You can eject your opponent through broken walls, or inflict extra damage by hitting him/her against the wall.



GETTING STARTED

The Menu Screen is displayed if you press the START button on the Title Screen. Select a mode to play with the up, down, left and right directional buttons and use the **○** button (or **×** button) to enter. Pressing the **△** button (or **□** button) enables you to cancel the selection.



■ Save File/Loading

If you play Virtua Fighter 4 for the first time, create a file (System File) in order to save various settings and records. To create a file, free space of more than 40KB is required (See P.21 for more details). When activating the game, if a memory card (8MB) (for PlayStation®2) is inserted in the MEMORY CARD Slot 1, the System File will be loaded automatically.

MODES

ARCADE

See P.11

Play against characters operated by the CPU in the 14 stages. There is no limit to the number of times that you can continue in this mode. You can also fight other players.

KUMITE

See P.11

A Tournament Mode. Play against characters operated by the CPU. In this mode, you can get items and raise your ranking.

VS

See P.11

You can modify and adjust the settings to battle against other players. Your ranking can also be raised in this mode.

TRAINING

See P.15

A training mode. You can train your character and improve his/her skills.

A.I. SYSTEM

See P.18

In this mode, you can train and develop your A.I. fighter (Artificial Intelligence) by sparring and watching replays.

DATA FILES

See P.18

Create or edit Player/A.I. Files.

REPLAY

See P.19

You can watch a replay scene.

OPTIONS

See P.20

Modify gameplay settings.



HOW TO PLAY THE GAME

In Virtua Fighter 4, there are 8 different modes. The followings describe each mode as well as how to play the game.

ARCADE

Recreation of the ARCADE version. Play against characters operated by the CPU.

A mode with 14 stages re-created from the ARCADE version. Play a battle against a character operated by the CPU. After this mode is selected, the Character Selection Screen (See P.12) will be displayed.



KUMITE

A Tournament Mode. Play against a character operated by the CPU.

In this mode, you can raise your ranking or get items by defeating CPU players. There are some CPU players that own items, a ranking and a ring name. You can obtain these items by defeating them or completing various conditions. The CPU players will continuously appear to play against you until your character is knocked out.



Ranking

After making a Player's File, a player will begin gameplay from the ranking level of 10th kyu. By winning a match, a player can earn points as well as raise the ranking. After 1st kyu, there is the 1st dan level. Once a player reaches the 1st dan level, he/she can raise his/her level by defeating opponents who are in the same level in the VS Mode or KUMITE Mode. If your match score is not good enough to keep the current level, your level might drop down.

VS

A player VS a player

In this mode, you can battle against another player. You can also play against A.I. Characters. The settings such as Time Limit, Number of Matches and Physical Strength Gauge, which can be modified at OPTIONS, will be effective in this mode. Thus, it is recommended to modify the settings in advance. After a mode starts, the Character Selection Screen (P.12) will be displayed. You can also select a stage in this mode. Try to obtain as many items as possible by completing various conditions!



HOW TO PLAY THE GAME

Character Selection in ARCADE/VS/KUMITE Mode

Character Selection Screen

Highlight a character with the directional buttons and use the **○** button (or **×** button) to select. You can also modify your character's costume by pressing the START button and the **○** button (or **×** button) simultaneously. If you press the SELECT button,



▲ ARCADE/KUMITE Mode



▲ VS Mode

a Player/A.I. File Menu Screen is displayed. To return to the Main Menu Screen, select EXIT on the Character Selection Screen. In VS Mode, you can also select a stage. On the Stage Selection Screen, select EXIT using the SELECT button in order to return to the Main Menu Screen.

CAUTION You can load a Player/A.I. File from a memory card (8MB) [for PlayStation®2] inserted into the MEMORY CARD Slot 1 or MEMORY CARD Slot 2. Before loading the Player/A.I. File, it is necessary for you to make a file. To make a file, please see P.18 for details.

Player/A.I. File Menu Screen

On the Character Selection Screen, press the SELECT button to display the Player/A.I. File Menu Screen. Use the directional buttons to highlight a file, and select with the **○** button (or **×** button). After a file is selected, personal data (Characters to be used, Ring Name & Saving Date) is displayed.



After selecting A.I. File

After the A.I. File is selected on the Player/A.I. File Menu Screen, a player can give an instruction to the A.I. Character. The **○** button indicates "Good," and the **×** button indicates "Bad." The A.I. Character will learn from instructions given by the player.



How to view a screen in ARCADE/VIS/KUMITE Mode



1 Remaining Time

The remaining time in the round. The match will end when the counter reaches 00:00. The player who has more energy left wins.

2 Physical Strength Gauge

A character's physical strength. The more damage a character takes, the more the gauge decreases.

3 Ring Name

A Ring's name (only when the Player/A.I. File is loaded).

4 Character's Name

The name of a character used and its graphic are displayed.

5 Number of Winning Rounds

The number of winning rounds. Each time a player wins a round, one red lamp will be lit.

6 Recovery Mark

This is displayed beside a player who is staggering. You can help your character recover by moving the directional buttons Up/Down/Right/Left quickly.

7 Elapsed Time

The total playing time is shown. This includes all attempts and continues in Arcade Mode only.

8 Current Stage Number

The current stage a player is playing is displayed in Arcade Mode only (Not displayed in VS Mode).

Pause Menu Screen

By pressing the **SELECT** button during gameplay, the following Pause Screens are shown.

If you press the **SELECT** button, the Pause Menu will be displayed. In ARCADE, VS and KUMITE Mode, you can also pause gameplay as well as quit a game. To resume a game, select **CANCEL**. Select **EXIT** to quit a game.



Saving the replay data

To make a replay file on a memory card (8MB) (for PlayStation®2), press the **SELECT** button during your character's pose at the end of a match. Free space of more than 32KB is required to make a replay file. You can view the replay file in the **REPLAY** Mode (See P.19 for details).



HOW TO PLAY THE GAME

Rules in ARCADE/VS/KUMITE Mode

K.O.

Knock out your opponent and win the round by damaging your opponent's Physical Strength Gauge to drop it to 0.

TIME UP

When time runs out, if neither character has been KO'd, the player with the most remaining strength wins the round.

DRAW

Both characters win the round if the Physical Strength Gauge of both characters falls to zero at the same time, or the remaining Strength Gauge of both characters are identical when time runs out.

* In some stages, you can also eject your opponent from the ring, to win by RING OUT.

SUDDEN DEATH

When the game is at a match point for both characters and the game is a DRAW, the game will continue in Sudden Death in which both characters fight with almost no physical strength left. If the game still cannot determine the winner and ends in a DRAW, the game played against CPU players determines the CPU as a winner.



GAME OVER & CONTINUE

If you don't win in ARCADE Mode, the game ends and the Continue screen will appear. Press the START button to restart from Round One of the previous fight that you lost before the screen counter reaches zero.



Join In during gameplay

During gameplay in ARCADE Mode, a challenger can join in the game by pressing the START button. If you press the START button, "Challenger Comes" is displayed on the screen. The game will begin after a challenger selects a character to play.



You'll put it all on the line for one moment of glory... Prepare for the fight of your life!
THE 4TH WORLD FIGHTING TOURNAMENT

TRAINING

Learn how to play the game and improve your moves!

There are 3 TRAINING Modes.

- COMMAND TRAINING - Practice entering commands.
- FREE TRAINING - Modify various settings and practice as you like.
- TRIAL - Learn fighting strategy by clearing challenges.

COMMAND TRAINING

Practice how to enter basic commands and special commands set for each character. There is no Time Limit or Physical Strength setting in this mode, which enables you to practice your moves against the CPU without time running out. To quit practicing, display the Pause Screen using the SELECT button and select "Go Back To the Main Menu."



▲ COMMAND TRAINING



▲ PAUSE MENU

1 Move Name

The name of a move you are currently practicing is displayed.

2 Command

The command you are currently practicing is displayed.

3 LOCK Mark

Displayed only when you are practicing fixed moves.

4 Command Information

The command you entered as well as the number of frames are displayed.

5 Damage Meter

The damage you caused to your opponent and the MAX damage gauge you can inflict in fights are displayed in numbers and in a meter.

6 Advice Display

Advice concerning entering commands is displayed.

7 Elapsed Time

The elapsed time after the training started is displayed.

■ Command List

You can verify commands.

■ Command Information Display

The setting on how to display command information can be modified.

■ Advice Display

Advice display can be switched to ON/OFF.

■ Repeat the move

You can repeat practicing the same move by switching this ON.

■ Character Selection

You can change characters.

■ Return to the Main Menu

The screen returns back to the Main Menu Screen.

HOW TO PLAY THE GAME

FREE

In this mode, you can modify various settings and play a match freely. First, select a character to play as well as a character to play against on the Character Select Screen. Next, display the Pause Menu using the SELECT button after a mode is started, and modify various settings.



▲ FREE TRAINING

① Damage Meter

The damage you inflicted upon your opponent and the maximum damage you can inflict in fights are shown in numbers and in this meter.

② Command Information

The command you entered as well as the number of frames are displayed.

③ Motion Information

Information such as Outbreak, Endurance or Cure regarding moves is displayed.

④ Combo Information

The number of successful combinations the character has performed and its MAX number are shown.

⑤ Hit Status

If the move is effective, how to perform the hit is displayed.

⑥ Throw Escape Information

A command to avoid being thrown against a throw move is displayed.

⑦ Recovery Information

The timing in which you can execute a defensive move is displayed when you fall down.

⑧ Throwing Information

The timing in which you can execute a throw move is displayed.

⑨ Move Attributes

The attributes of the move you performed successfully are displayed.





▲ PAUSE MENU

■ CPU Setting

Modify the setting of the CPU.

Status : Select the status of the CPU.

Reaction : Set the CPU's reaction against attacks (only when "Get up" and "Crouch" are selected).

Action : Modify how the CPU attacks, whether the CPU performs throws or not and its strength (only when "Action" is selected).

Details : Modify other Action details of the CPU.

■ Command List

The list of commands is displayed.

■ Speed Setting

Modify the game speed setting.

■ Display Setting

Modify information displayed on the screen.

■ Position Setting

Modify the stance of a character.

■ Ring Setting

Set with or without the walls around rings.

■ Record

You can operate CPU characters and record their motions. You can save the motions as Action Files onto a memory card (8MB) (for PlayStation®2). To save Action Files, a free space of more than 32KB is required.

■ Play

You can play the CPU's recorded motions. You can also load the Action Files saved on a memory card (8MB) (for PlayStation®2).

* Actions may vary depending on positions or status, as they are recorded as entered commands.

■ Character Selection

You can change a character.

■ Back to the Main Menu

The screen returns to the Main Menu.

■ TRIAL

In this mode, You can learn how to win a game by practicing various challenges. Use a Player File (see P.12 for details) so that you can save data.

Select a challenge to practice using the directional buttons, and try to clear the challenge you have chosen. Utilize useful pointers displayed on the screen during gameplay and practice in order to win a game!



HOW TO PLAY THE GAME

A.I. SYSTEM Develop and train your A.I. Character!

In this mode, you can develop and train the A.I. Character you created in DATA FILES Mode. Develop and train your A.I. Character by sparring against each other or using a Replay function.

■ A.I. SPARRING

Instruct your A.I. Character on how to win a game. A.I. Character will learn the moves a player performs. After loading the A.I. File, the 2P Character will be set as an A.I. Character, and the same character will be set to the 1P Character. The player will play as the 1P Character. Select a stage and begin sparring!



■ A.I. REPLAY

Load the A.I. File and play the Replay File. Then give instructions to the motions replayed using the **○** button (Good) and the **⊗** button (Bad). The A.I. Character learns from your instructions. You can save the Replay File in ARCADE/KUMITE/VS Mode.



DATA FILES Create and edit your Player/A.I. File

Here you can create and edit your Player File as well as an A.I. File. When creating a new file, select "NEW PLAYER" or "NEW A.I.," and when editing a file, select "EDIT FILE."

■ NEW PLAYER

Make a new Player File in a memory card (8MB) (for PlayStation®2). A free space of more than 32KB is required. In the Player's File, you can save data of a Character using Ring Name (within 10 letters), Ranking, Items obtained, or Color. Once you make a Ring Name, select a character and save. The more you proceed through the game, the more items or colors will be available for you to choose. You can use the Player's File in ARCADE/KUMITE/VS/TRAINING (COMMAND/TRIAL) Mode.



You'll put it all on the line for one moment of glory... Prepare for the fight of your life!
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■ NEW A.I.

You can make a new A.I. File in a memory card (8MB) (for PlayStation®2). To make an A.I. File, more than 60KB of free space is required. A.I. File is data which you can use in creating, developing and training a character with A.I. Just like a Player File, enter a Ring Name less than 10 letters long and select a character. You can use the A.I. File in ARCADE, KUMITE, VS, and A.I. System Mode.

■ EDIT FILE

You can edit and view the data of Player/A.I. File saved on a memory card (8MB) (for PlayStation®2). If you already have either a Player File or A.I. File, you can edit and modify the settings of the following items :



■ EDIT ITEM & COLOR

You can modify items and colors.

■ STATUS

File Data (Ring Name/ Ranking/ Match Results/ Items obtained/ Color/ A.I.'s Skill and Move Learning Status) is displayed.

■ ADVICE

Analyze how each character fights.

■ CONTROLLER

Modify controller settings. This can be selected only when you load a Player File. The Controller settings modified here have priority over the ones modified within OPTIONS. Note that this setting cannot be modified in A.I. File.

■ EXIT

Quit "EDIT FILE."

REPLAY

Replay and view a battle record

You can load and play the Replay File saved on a memory card (8MB) (for PlayStation®2).

HOW TO PLAY THE GAME

OPTIONS

Change various settings

Change various settings or verify match records in each mode.

■ SETTINGS <GAME>

You can change fighting settings. Select an item to change with the up and down directional buttons and use the left and right directional buttons to change the selection. Note that in some modes, setting changes may not be available.



■ DIFFICULTY

Change the difficulty level of the CPU. This change will be effective in ARCADE Mode.

■ MATCH COUNT

Change the number of rounds necessary to win. This change will be effective in ARCADE and VS Mode.

■ ROUND TIME

Set the Time Limit for one round. The settings will be available in ARCADE and VS Mode.

■ VS STAGE

Select a stage to fight in VS mode from RANDOM (selected automatically) or SELECT (selected by players).

■ CONTROLLER

You can change the button settings of the Controller and switch the vibration function to ON/OFF. Use the left and right directional buttons to select an operation. By selecting "EDIT," you can change the settings of each button separately.

■ ENERGY MAX -1P-

Increase/decrease Player One's character's maximum Physical Strength. Effective in ARCADE and VS Mode.

■ ENERGY MAX -2P-

Increase/decrease Player Two's character's maximum Physical Strength.

■ EXIT

Return to the Main Menu Screen.

■ DEFAULT

Return to default settings.

■ HIT EFFECT

Set the flashing feature to ON/OFF. If a character has performed a hit, a flashing light will be displayed.

■ ADJUST SCREEN

Adjust the screen display position.



HOW TO PLAY THE GAME

■ SETTINGS <SOUND>

You can change the sound settings and listen to sound effects as well as background music. To select an item, use the up and down directional buttons, and change the selection using the left and right directional buttons. Select "EXIT" to return to the Main Menu Screen or select "DEFAULT" to default the settings.



■ AUDIO

Choose Audio output from Stereo/Monaural.

■ SE/SE VOLUME

Listen to the Sound Effects. Adjust the volume using the left and right directional buttons.

■ BGM/BGM VOLUME

Listen to the Background Music. Adjust the volume using the left and right directional buttons.

■ SYSTEM FILE

You can save or load the System File. The System File is saved onto a memory card (8MB)[for PlayStation®2] inserted into the MEMORY CARD Slot 1.

■ RESULTS

You can verify not only a match result of each character but also a match record saved in ARCADE Mode. If you select a character and enter using the **○** button (or **×** button), you can verify the Records of each character. To reset all records, press the SELECT button.



■ HOW TO READ RECORDS

FIGHT	WIN	LOSE	K.O.	TIME UP
Total Number of Matches	Total Number of Winning Matches	Total Number of Losing Matches	Number of K.O.'d Matches out of Total Winning Matches	Winning Matches due to Time Up

■ HOW TO READ THE RECORDS OF EACH CHARACTER

FIGHT	WIN	LOSE	RATIO
Number of Matches	Number of Winning Matches	Number of Losing Matches	Winning Percentage

CHARACTER INTRODUCTIONS & MOVE LIST

Akira Yuki

PROFILE

Country : Japan

Sex : Male

Blood type : O

Job : Kung-Fu Teacher

Hobby : Kung-Fu

Height : 5 ft. 11 in.

Weight : 174 lbs.

B/W/H : 45/35/37

Fighting Style : Hakkyoku-Ken



Akira failed to win the Third World Fighting Tournament. After he returned home to Japan and told his grandfather about his loss, he isolated himself in a mountainside retreat to train rigorously to atone for his lack of ability. Whilst questioning himself, “What is true strength?”, Akira was surprised to discover a number of devastating new moves. As he continued to improve his style, Hakkyoku-Ken, Akira felt his soul strengthening, and immediately resolved to fight in the tournament once more to demonstrate his improved skill.

Akira specializes in overpowering opponents with powerful elbow thrusts and heavy blows using his shoulders and back. He also has an arsenal of moves that disrupt his opponents' defenses. With good defense and the ability to counter his opponents' attacks, Akira is a satisfying character to master. However, performing Akira's moves, especially his airborne combo moves can be very difficult. A great deal of practice in TRAINING Mode will be required.



You'll put it all on the line for one moment of glory... Prepare for the fight of your life!
THE 4TH WORLD FIGHTING TOURNAMENT

MOVE LIST

MOVE	COMMAND	MOVE	COMMAND
Normal Move			
Housui	↵P (Can be blocked high)	Shinporiko	↵P+G
Koboku	↵↵↵P	Junshin Honko	↵↵P+G
Hachimon Kaida	PP	Chinho	↵↵P+G↵
Kansuitai	PK	Chinho	↵↵P+G↵
Rimon Chouchu	↵↵P	Shin'iha	↵↵P+GP+K
Yakuho Chouchu	↵↵↵P	Kouzanheki	↵↵P+G↵P+K
Mouko Kouhazan	↵↵P	Kouzanheki	↵↵P+G↵P+K
Jouho Shoushou	↵↵P	Daiden Housui	↵↵P+G
Byakko Soushouda	↵↵↵P	Youshi Senrin	↵↵P+G
Fukko	↵↵P	Shin'iha	↵↵P+G
Youhou	↵↵P	Junho Honko	↵↵P+G
Shoutai	K	Jump Attack	
Shoutai	➡K (Steps forward)	Rakuho Shasui	P
Youzentai	↵K	Choushitai	K
Renkantai	↵↵KK	Down Attack	
Sokutai	↵K	Soukahou	↵P
Maho Shoukou	↵↵P+K	Gekihousui	↵P
Chouzan Housui	↵↵P+K (Charges)	Rising Attack	
Tetsuzankou	↵↵↵P+K	Katsumen Kousentai	KKK
Souka Housui	↵P+K	Chisoukyaku	↵KKK
Doppo Choushitsu	K+G (Release G after 1 frame)	Reversal	
Gekiko Honko	↵P+G (Disrupts high block)	Gaimon Chouchu	↵P+K or ↵P+K (Right high or mid P)
Kaiko	↵P+G (Disrupts high block)	Youhou	↵P+K or ↵P+K (Left high or mid P)
Tenzankou	P+K+G (While evading)	Tan'yokuchou	↵P+K or ↵P+K (High mid K)
Soutoushou	↵↵P+K+G	Gaimon Chouchu	↵P+K (Elbow)
Hougekishu	↵P+K+G (Parry)	Jouho Shoukou	↵P+K (Right mid K)
Gaimon Chouchu	↵P+K+GP	Haiho Richu	↵P+K (Left mid K)
Hougeki Unshin Soukoshou	P+K+G↵↵P+G↵↵ or ↵P	Senpu Soushou	↵P+K (Knee)
Shura Ha'ou Koukazan	↵K+G↵P↵↵P+K	Shoutenkou	↵P+K (Somersault)
Fujin Shoushitsu Fukkogeki	↵K+G↵K↵↵P	Souhakushu	↵P+K (Low K)
Throw		Honshin Tanda	↵P+K (Low P)
Toushin Soutai	P+G	Tsutenhou	↵P+K+G (High PK Low P deflects attacks)
Shishi Hougetsu	↵P+G	Mouko Kouhazan	↵P+K+G↵P (While deflecting with ↵P+K+G)

Pai Chan

PROFILE

Country : China

Sex : Female

Blood type : O

Job : Action Star

Hobby : Dancing

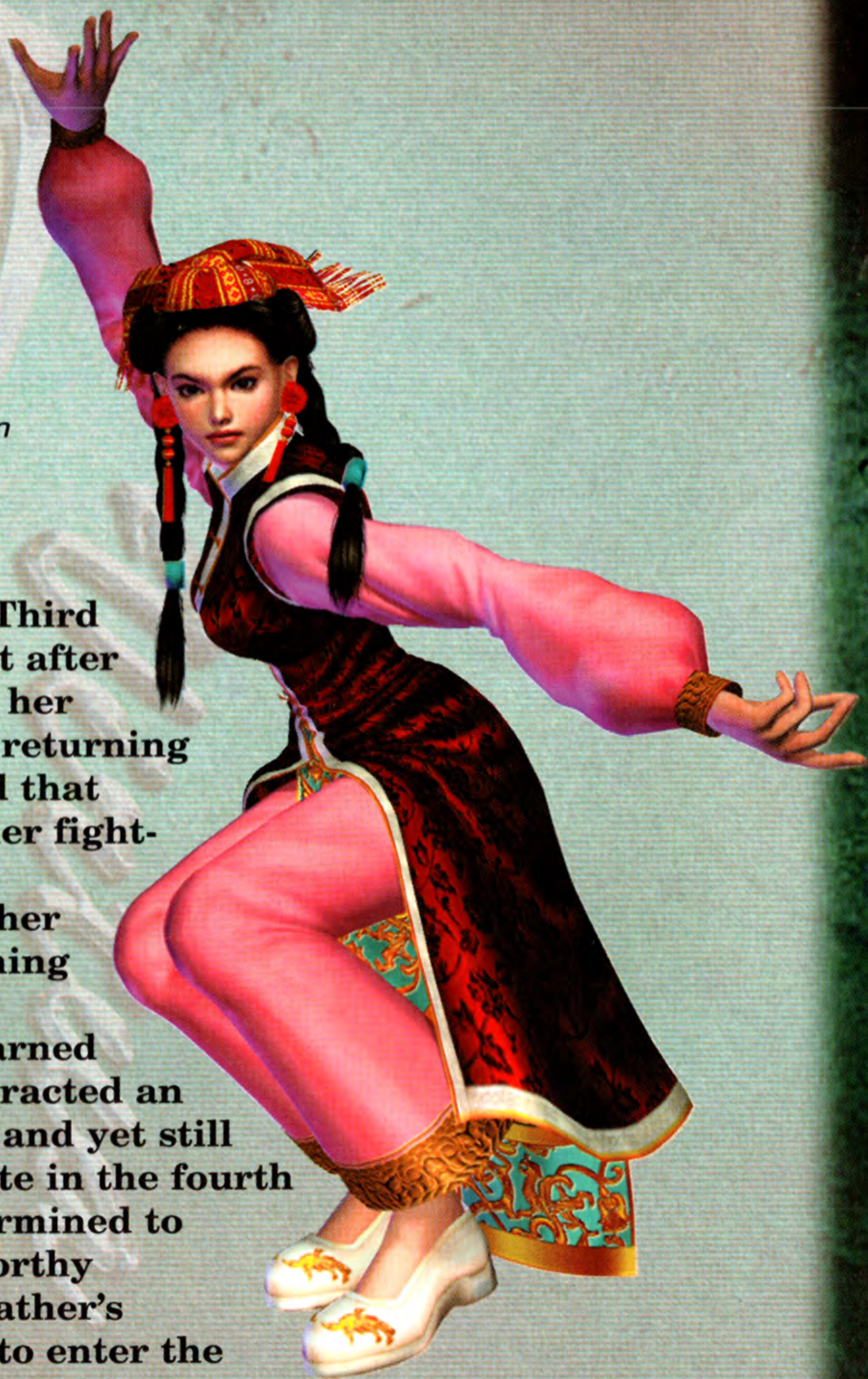
Height : 5 ft. 5 in.

Weight : 108 lbs

B/W/H : 33/21/35

Fighting Style : Enseï-Ken

Pai Chan left the Third World Tournament after being defeated by her father, Lau. Upon returning home, Pai realized that despite her loss, her fighting skills closely matched those of her father. While training to improve her Hisou-Ken, Pai learned that Lau had contracted an incurable disease and yet still planned to compete in the fourth tournament. Determined to prove herself a worthy successor to her father's legacy, Pai plans to enter the tournament to defeat him.



With not only her elegant body movements but also speedy moves, Pai is capable of defeating opponents. She can also deflect opponents' attacks with sharp movements and attack staggered opponents at her own pace. Use her counter moves to neutralize even the most unexpected attacks. Pai's balanced ability in defense is very good as well. Utilize her powerful combination moves with simple commands. Suitable for beginners.

MOVE LIST

MOVE	COMMAND	MOVE	COMMAND
Normal Move			
Renkan Tenshinkyaku	PPPK	Bokutai Renkan Haitenkyaku	PP↘K (From Bokutai Stance)
Renkan Tenshin Soukyaku	PPP↘K	Bokutai Zensou Taitoukyaku	KK (From Bokutai Stance)
Renkan Koutankyaku	PPP⇨K	Bokutai Kinkei	P+K (From Bokutai Stance)
Renkan Haitenkyaku	PPP↘K	Bokutai Kousoutai	K+G (From Bokutai Stance)
Renken Toukikyaku	PPKK	Bokutai Kousou Soushougeki	K+GP (From Bokutai Stance)
Renken Senpuga	K+G (During P or PP or PPP hit)	Meishouho	⇨P+K+G
Renken Ensenshu	↘K+G (During P or PP or PPP hit)	Meishouho Gekiryuha	PPP (From Meishouho)
Renkentai	PK	Meiho Zensoutai	K (From Meishouho)
Souchuken	↘P (Can be blocked high)	Meishougei Enshi Renshou Soukyaku	K+GPK (From Meishouho)
Senchuken	⇨P	Throw	
Ensei Soushou	⇨⇨PP	Tenshin Soutou	P+G
Ensei Kosouha	⇨⇨P	Raishin Nyurin	⇨P+G
Hi'en Dantai	⇨⇨PK	Hi'en Honko	⇨P+G
Jouho Chushou	⇨P	Kuretsu Tenhou	⇨⇨P+G
Souka Senpukyaku	⇨PK (Charges)	Toushin Inshou	⇨⇨P+G
Souka Rensuishou	⇨PP⇨P	Tenchi Touraku	⇨⇨P+G
Rensui Toukikyaku	⇨PPKK	Senpu Enjin	⇨⇨P+G
Rikensui	⇨P	Sei'en Katou	⇨⇨P+G
Koushu Kasui Senpukyaku	KKPK (Charges)	Senpu Enka	⇨⇨⇨⇨P+G or ⇨⇨⇨⇨P+G
Ko'en Senkyaku	KK	Jump Attack	
Renka Sentai	↘KK	Touku Soushou	P
Rensen Soukyaku	⇨KK	Hishitai	K
Ensei Toukikyaku	⇨KK	Down Attack	
Honshin Choutankyaku	➡K (While running)	Rai'in Shouda	⇨P
Koutankyaku	⇨⇨K	Enshu Raigeki	⇨P
Ensei Haikyaku	⇨K	Rising Attack	
Senchutai	⇨K	Haisentai	KKK
Haitenkyaku	↘K	Chisou Sentai	⇨KKK
Rensen Soukyaku	⇨K⇨K	Reversal	
Hi'en Rekkyaku	⇨KK	Unshu Soushouha	⇨P+K (High P)
Ensei Katai	↘P+K (Shifts to a throw after hit)	Senpu Soukyaku	⇨P+K (High K)
Ensei Katai	⇨P+K (Shifts to a throw after hit)	Ensen Hairyu	⇨P+K, ⇨P+K (High mid P)
Kasuishou	⇨⇨⇨P+K (Charges)	Rasen Anshou	⇨P+K, ⇨P+K (High mid K)
Senpuga	K+G	Honshin Rasen Anshou	P+G (Opponent ⇨P+G)(Starts with right high or mid K, Pai vs Pai Only)
Ensenshu	↘K+G	Unshu Soushouha	⇨P+K (Mid P)
Enbu Renkyaku	⇨K+G	Mougyu Kenkaku	⇨P+K (Mid right K)
Ensei Touku Haikyaku	⇨⇨K+G	Ryusui Hekiken	⇨P+K (Mid left K)
Enjin Senpukyaku	⇨K+G	Sousui Sanmon	⇨P+K (Mid right elbow)
Hi'en Youshu	⇨K+G	Raku'en Katou	⇨P+K (Mid left elbow)
Honshin Soukyaku	⇨K+G	Teishitsu Soukyaku	⇨P+K (Mid right knee)
Enshu Haiten Renkyaku	⇨K+GK	Soushitsu Touraku	⇨P+K (Mid left knee)
Sokushin Senpuga	P+K+G (While evading)	Hi'en Hairyu	⇨P+K (elbow)
Bokutai	⇨K↘	Kakyaku Senten	⇨P+K (Mid K)
Bokutai Renkan Tenshinkyaku	PPK (From Bokutai Stance)	Shitsuten Toukai	⇨P+K (Knee)
Bokutai Renkan Tenshin Soukyaku	PP↘K (From Bokutai Stance)		
Bokutai Renkan Koutankyaku	PP⇨K (From Bokutai Stance)		

Lau Chan

PROFILE

Country : China

Sex : Male

Blood type : B

Job : Cook

Hobby : Chinese Poetry

Height : 5 ft. 8 in.

Weight : 170 lbs.

B/W/H : 39/35/37

Fighting Style : Koen-Ken

After losing against Kage-Maru in the final round of the Third Tournament, Lau found himself incurably ill. Fearing his individually developed style, Koen-Ken, may be forever lost upon his death, Lau began looking for a worthy successor. His main ambition in entering the fourth tournament is to find that successor and offer them the chance to master his powerful martial arts style.



Lau can take the advantage during a match with his various coordinated attacks using his fists. He can also perform numerous airborne combination moves using a floating move such as "Shajoushou (↓↘P)" in order to turn the game around and win. There are a few difficult commands to operate, but Lau is relatively suitable for a beginner. He is recommended for players who prefer to attack rather than defend.

MOVE LIST

MOVE	COMMAND	MOVE	COMMAND
Normal Move			
Renkan Tenshinkyaku	PPPK	Senpuga	K+G
Renkan Tenshin Soukyaku	PPP↓K	Ensenshu	↓K+G
Renkan Haitenkyaku	PPP↘K	Koryu Tenshinkyaku	⇨K+G
Souken Senputai	PPK	Enjin Senpukyaku	⇨K+G (Turns back on opponent)
Tenshin Soukoshou	P⇨PP	Kukokyaku	⇨K+G
Renkentai	PK	Kousokuhi Ko'enshou	P+K+G (While evading)
Renken Senpuga	K+G (During P or PP or PPP hit)	Throw	
Renshou Ensenshu	↓K+G (During P or PP or PPP hit)	Kensha Touraku	P+G
Souchuken	↓P (Can be blocked high)	Raishin Nyurin	⇨P+G
Hou'ou Soushou	⇨PP	Ryusha Senten	⇨P+G
Sokushukyaku	⇨PK	Tenshin Ha'inshou	⇨⇨P+G
Kosoushou	⇨⇨P	Daichi Toushu	⇨⇨P+G
Hi'en Renshou	⇨⇨P↓P (Chains with ⇨P combos)	Ryushu Katou	⇨⇨P+G
Hi'en Soukyaku	⇨⇨P↓K	Jump Attack	
Hi'en Senpukyaku	⇨⇨PK+G	Touku Shashou	P
Renshou Tenshinkyaku	⇨PPPK	Rekka Kosenkyaku	K
Renshou Haitenkyaku	⇨PPP↘K	Down Attack	
Renshou Tenshin Soukyaku	⇨PPP↓K	Toushugeki	⇨K
Renshou Senputai	⇨PPK	Kosou Raishu	⇨P
Shajou Chusui	↓⇨PP (Chains with P combos)	Rising Attack	
Renkan Ko'enshou	↓⇨P⇨P+K	Haishutai	KKK
Junho Renshou	⇨⇨PP (Chains with P combos)	Chisou Sentai	↓KKK
Renshu Senpu	KK		
Renshu Senpu	K.K (Input slowly)		
Taitou Risenkyaku	K (While rising from a crouch)		
Sensaitai	↓K		
Tenshin Risenkyaku	↓KK		
Rensen Saitai	↓KK		
Rensen Soukyaku	↓KK+G		
Chisoutai	⇨↓K		
Senchutai	⇨K		
Senkyaku Renkan Koshou	⇨KPP		
Kokyaku Haiten	⇨K		
Touku Kosenkyaku	⇨K		
Enshishou	P+K (Charges)		
Honshin Hekiken	↓P+K		
Tenshin Senchugeki	⇨P+K		
Ko'en Tenshin Utanchu	⇨P+KPP		
Souko Reppa	⇨P+K		

Wolf Hawkfield

PROFILE

Country : Canada

Sex : Male

Blood type : O

Job : Wrestler

Hobby : Karaoke

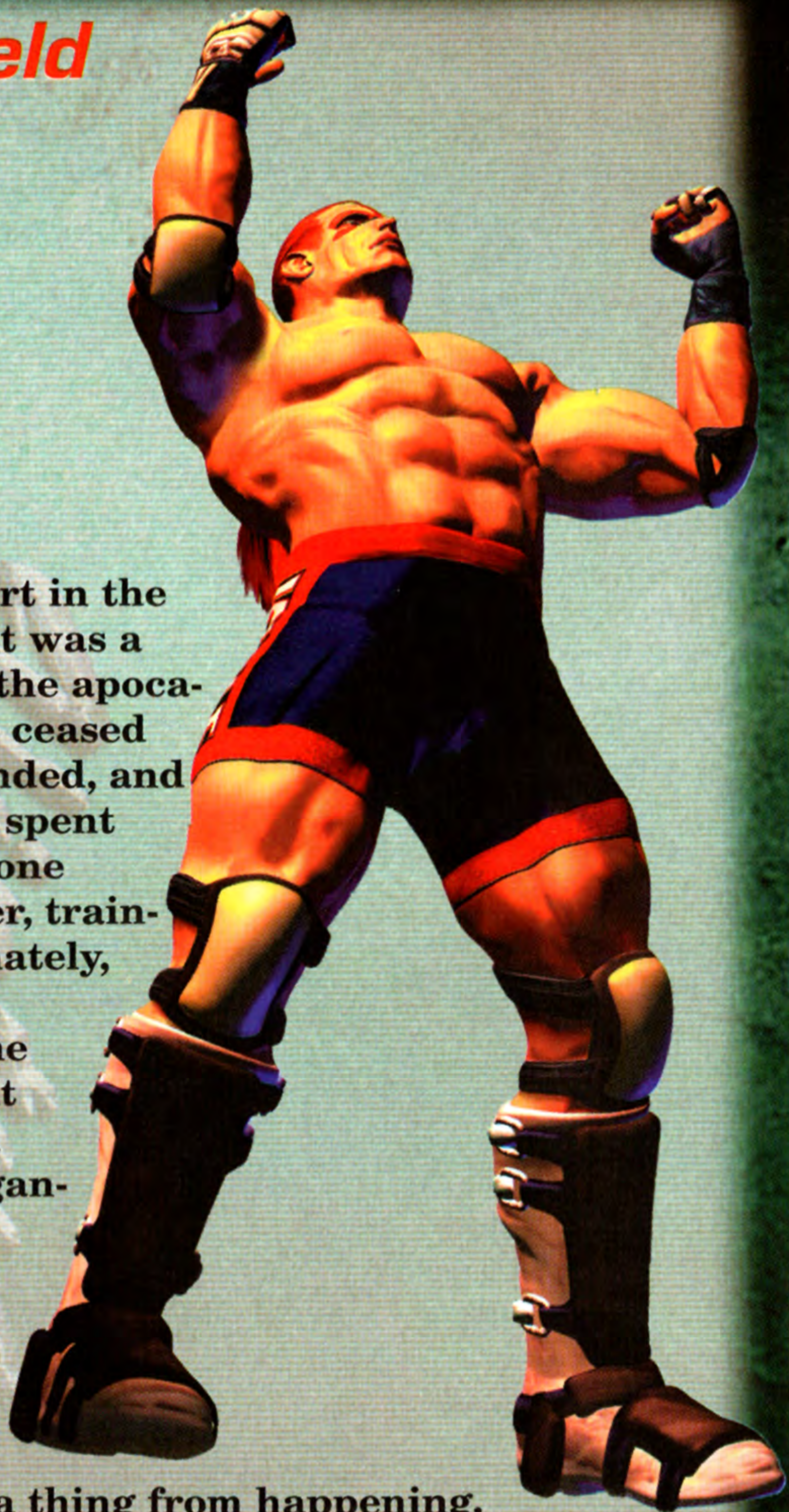
Height : 5 ft. 11 in.

Weight : 223 lbs.

B/W/H : 48/37/39

Fighting Style : Pro-Wrestling

The reason Wolf took part in the Third World Tournament was a recurring nightmare of the apocalypse. These nightmares ceased when the tournament ended, and Wolf returned home. He spent his time traveling from one fighting arena to another, training rigorously. Unfortunately, the nightmares soon returned. Wolf visited the shamen of his settlement once again and was told that the tournament organizers planned to turn Wolf's nightmare into a reality. Not wanting to witness such a terrible event, Wolf resolved to enter the next tournament and prevent such a thing from happening.



Wolf is a professional wrestler with a strong physique. Use a striking move with strong destructive power like "Knee Blast (↘Ⓚ)" to attack opponents and defeat them using powerful throws like "Giant Swing (↙↘↗↖↙Ⓟ+Ⓞ)." Beware that Wolf might have trouble with opponents using speedy moves. Wolf is recommended for advanced players capable of guarding multiple attacks and attacking opponents with precise timing.

MOVE LIST

MOVE	COMMAND	MOVE	COMMAND
Normal Move		Throw	
One Two Upper	PPP	Face Crush Chop	P+G
Combo Elbow Butt	PP↔P↔P	Brain Buster	↔P+G
Combo Double Arm Suplex	PP↔P↔P+K+G (Low Throw)	Body Slam	↔P+G
Hammer Kick	PK	Frankensteiner	↔P+G
Low Hammer	↔P (Can be blocked high)	Arm Whip	↔↔P+G
Dragonfish Blow	↔PP	Jackhammer	↔↔P+GP+G
Reverse Sledgehammer	↓↔↔P	Giant Swing	↔↔↔↔P+G
Axe Lariat	↔↔P (Unblockable high)	Pendulum Lariat	↔↔↔↔↔P+GP+G
Screw Lariat	↔↔↔↔↔PP	KS	↔↔↔↔P+G or ↔↔↔↔P+G
Elbow Butt	↔P	Low Sway Tackle	↔↔P+G (Change)
Shoulder Attack	↔↔P (Charges)	Catch	↔P+G (Catch)
Shoulder Feint	↔↔P↔ (Charges)	Thunder Fire Power Bomb	↔P+G (After catch) P+G
Arrow Knuckle Real	↔↔P	Change	↔P+G (After catch) ↔P+G
Arrow Knuckle	↔P	Push	↔P+G (After catch) ↔P+G
Vertical Upper	↓↔P	Front Neck Chancery	↔P+G (After catch) ↔P+G
Comet Hook	↔P	Slingshot Front Suplex	↔P+G (After catch) ↔P+G
Tomahawk Flash	↔P	German Suplex	↔P+G (After change) P+G
Flying Meyer	↔P↔P+G (Hit-throw, during ↔P hit)	Push	↔P+G (After change)↔P+G
High Kick	K	Calf Branding	↔P+G (After change) ↔P+G
High Kick	➡K (Steps forward)	Tiger Suplex	↔P+G (After change) ↔P+G
Double High Kick	KK	Side Suplex	↔P+K+G (Low throw)
Low Smash	↔K	Tiger Driver	↔P+K+G (Low throw)
Knee Blast	↔K	Big Bridge Bomb	↔↔P+K+G (Low throw)
Low Drop Kick	↔↔K	Double Arm Suplex	↔P+K+G (Low throw)
Face Lift Kick	↔K	Jump Attack	
Drop Kick	↔K	Step Hammer	P
Level Back Crush	P+K (Charges)	Toe Crush	K
Running Shoulder Attack	➡P+K (While running)	Down Attack	
Tomahawk Flash	↔P+K	Elbow Drop	↔P
Short Shoulder	↔↔P+K	Elbow	↔P
Grizzly Lariat	↔P+K	Front Roll Kick	↔↔K+G
Neck Cut Kick	K+G (Falls down)	Somersault Drop	↔K
Rolling Sobat	↔K+G	Double Claw	↔P+G
Flying Kneel Kick	↔↔K+G	Rising Attack	
Heavy Toe Kick	↔K+G	Heel Raise Kick	KKK
Toe Kick Stunner	↔K+G↔P+G (Hit-throw, during ↔K+G hit)	Sliding Kick	↓KKK
Toe Kick Side	↔K+GK	Reversal	
Front Roll Kick	↔↔K+G (Falls down)	Captured	↔P+K, ↔P+K (High or mid K)
Thrust Kick	↔K+G (Turns back to opponent)	Dragon Screw	↔P+K (Mid K)
Missile Kick	↔K+G (Falls down)	Low Punch Cut	↔P+K (Low P)
Side Step Catch	P+K+G (While evading)		
Jumping Lariat	➡P+K+G (Unblockable high while running)		

Jeffry McWild

PROFILE

Country : Australia

Sex : Male

Blood type : A

Job : Fisherman

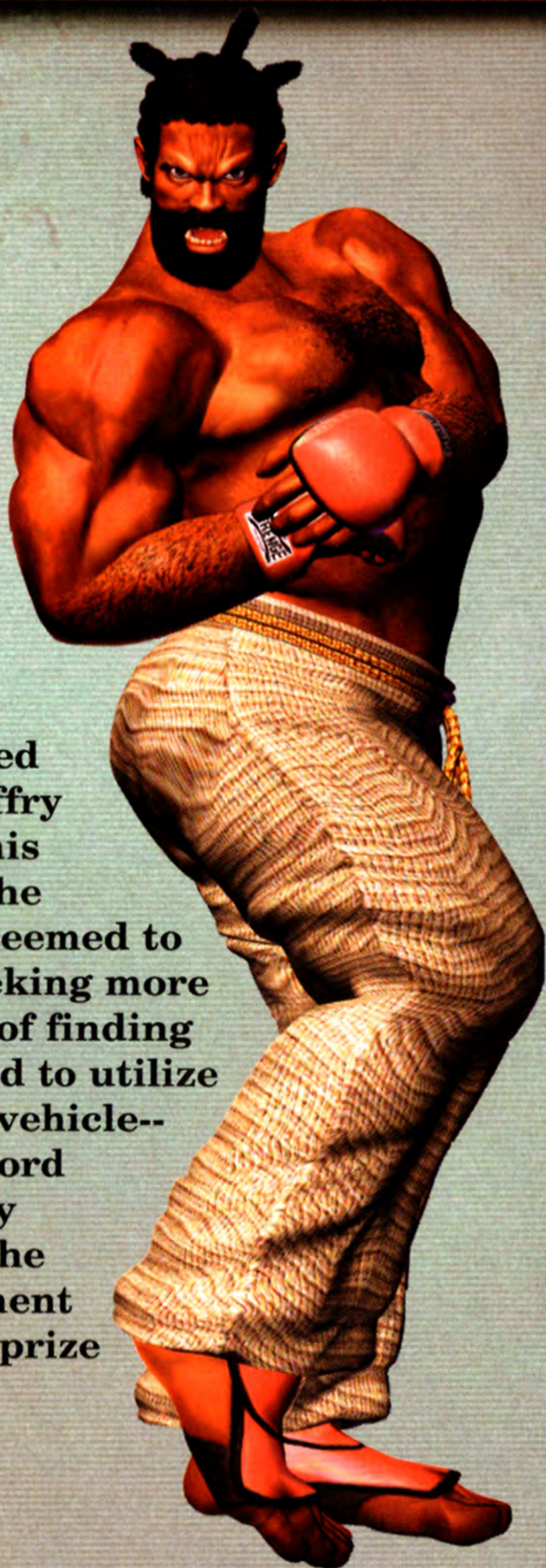
Hobby : Reggae Music

Height : 6 ft.

Weight : 245 lbs.

B/W/H : 48/37/38

Fighting Style : Pancratiium



With the prize money he received from the Third Tournament, Jeffry completed the construction of his ship. Unfortunately, by the time he returned to sea, “Devil Shark” seemed to have moved to another area seeking more fish. In order to have any hope of finding “Devil Shark,” Jeffry would need to utilize a high quality fishing research vehicle-- a costly purchase. Unable to afford such high-end equipment, Jeffry jumped at the chance to enter the Fourth World Fighting Tournament in an attempt to take home the prize money a second time.

Known as a powerful fighter with massive arms and dynamic throwing ability, Jeffry is a very intimidating opponent. Especially try “Elbow Stamp (←P)” to hit opponents down to the ground, pull them up, and defeat them using “Splash Mountain (⇨⇨P+G).” Note that Jeffry’s moves are simple and pack a great deal of power, but can become predictable. He is recommended for intermediate players capable of pulling off a wide variety of attacks.



MOVE LIST

MOVE	COMMAND	MOVE	COMMAND
Normal Move			
1, 2 Upper	PPP	Rolling Heel Attack	P+K+GP
Combo Kenka Hook	PP←P	Catch Blow	P+K+GP↔P+G (P+K+GPG)
Knuckle Kick	PK	Counter Toe Kick	P+K+GK
Low Knuckle	↓P (Can be blocked high)	Side Step Elbow	P+K+G (While evading)
Elbow Hammer	↔P↔P	Throw	
Dash Elbow Upper	↔↔PP	Knee Smash	P+G
Tornado Hammer	↔↔P	Power Slam	↔P+G
Elbow Stamp	↔P	Body Lift	↔P+G
Kenka Hook	↔↔P	Spine Buster	↓P+G
Tornado Punch	↔↔↔P	Back Flip	↔P+G
Raising Hammer	↔↔PP	Back Throw	↔P+G
Combo Kenka Upper	↔PP↔P	Triple Head Butt	↔↔P+G↔P+G↔P+G
Kenka Upper	↔↔P	Head Crush	↔↔P+G↔P+G↔P+G
Vertical Upper	↓↔P	Head Crush	↔↔P+G↔P+G
Upper Kick	➡K (Steps forward)	Tackle	↔↔P+G
Killing Toe Kick Splash Mountain	KK↓↔↔P+G (Hit-throw, during KK hit)	Machine Gun Hammer	↔↔P+G
Killing Toe Kick Hammer	KKP	Front Backbreaker	↔↔↔P+G
Toe Kick	↓K	Splash Mountain	↔↔P+G
Toe Kick Splash Mountain	↓K↓↔↔P+G (Hit-throw, during ↓K hit)	Power Bomb	↔P+K+G (Low throw)
Toe Kick Hammer	↓KP	Iron Claw	↓P+K+G (Low throw)
Vertical Kick	↓K	Machine Gun Knee Lift	↓↔P+K+G (Low throw)
Knee Attack	↔K	Jump Attack	
Kenka Kick	↔↔K	Hammer Down	P
Knee Hammer	↔KP	Step Kick	K
Heel Axe	↔↔K	Down Attack	
Side Kick	↔K	Stomping	↔K
Machine Gun Hell Stab	P+KPPP	Body Press	↔P
Hell Dunk Hammer	↓P+K	Devil Reverse Claw	↓P+G
Middle Hell Stab	↔P+K	Rising Attack	
Running Body Press	➡P+K (While running)	Rising Heel Kick	KKK
Stomach Destroyer	↔P+KK	Sliding Axe	↓KKK
Stomach Crush	↔↔P+K		
Liftup Throw	↔↔P+K↔P+G (Hit-throw, during ↔↔P+G hit)		
Head Attack	↔↔P+K		
Full Swing Hammer	↔↔↔P+K (Charges)		
Megaton Body Blow	↔P+KPPP		
Megaton Fist Drop	↔P+K		
Ducking Low	↓K+G		
Heel Drop	↔K+G		
Running Hip Attack	➡K+G (Falls down, while running)		
Raiden Drop	↔K+G		
Low Kick	↔K+G		

Kage-Maru

PROFILE

Country : Japan

Sex : Male

Blood type : B

Job : Ninja

Hobby : Mahjong

Height : 5 ft. 10 in.

Weight : 146 lbs.

B/W/H : 40/35/35

Fighting Style : Hagakure-ryu Ju-
Jutsu



Kage took part in the Third Tournament in order to defeat Dural and obtain new parts which he assumed would help him save his mother, Tsuki-Kage. Sadly, the parts seemed to have no positive effect. Tsuki-Kage's condition worsened and she turned into Dural completely. After recovering from the attacks he suffered from Dural, Kage resolved to infiltrate the Organization and retrieve his mother. It was inside the Organization that Kage discovered a new more-complete Dural was poised to compete in the Fourth Tournament to receive a final adjustment. Kage also learned that this new Dural contained the secret to saving his mother. "I cannot let her suffer anymore," he thought. And with that, he pledged to enter the Fourth World Fighting Tournament and save his mother's life.

Kage-Maru is a ninja, skilled in unarmed combat. His wide variety of striking attacks, combined with the "Jumonji Kamae (↓P+K+G)" stance, is ideal for confusing opponents, and breaking down their defenses. Famous for his attacks like "Ko'enraku (↙P+G)," Kage attacks his opponents with airborne combination moves after throwing them into the air. These difficult airborne combination moves require a great deal of skill and the ability to link many attacks in succession. Kage is recommended for Intermediate players.



MOVE LIST

MOVE	COMMAND	MOVE	COMMAND
Normal Move			
Sandan Urageri	PPPK	Naraku Otoshi	⇨⇩⇨PK (After Zenten or Kouten)
Sandan Fujinkyaku	PPPP⇨ or ⇩K	Kouten Jizurikyaku	⇨⇨⇩⇨⇨K
Sandan Rasen Urageri	PP⇨PK	Shinsodan Zenten	⇨⇨⇩⇨⇨P (After Zenten or Kouten)
Resshoukyaku	PPK	Kaiten Jizurikyaku	⇨⇨⇩⇨⇨K
Hagasane	PK	Hagakure-ryu You Jumonji Kamae	⇩P+K+G
Jizuridan	⇩P (Can be blocked high)	Hagakure-ryu In Kama'itachi	PKK (From Hagakure You Jumonji)
Hijiuchi	⇨P (Hold P to go to Hagakure-ryu You Jumonji Stance)	Suigetsugeri	K (From Hagakure You Jumonji)
Naraku Otoshi	⇨⇩⇨PK	Suimengeri	⇩K (From Hagakure You Jumonji)
Rasen Urageri	⇨PK	Hagakure-ryu In Suigetsuhou	P+K (From Hagakure You Jumonji, parry)
Fusenjin	⇨P	Hagakure-ryu You Kusabi'uchi	⇨P (From Hagakure You Jumonji)
Ganzanha	⇩⇨P	Hagakure-ryu You Hi'en	K+G (From Hagakure You Jumonji)
Sokudangasane	⇨PK	Hagakure-ryu In Kabutowari	⇨K (From Hagakure You Jumonji)
Tsukikaeshigeri	➡K (Steps forward)	Throw	
Jisuberibashiri	➡K (While running)	Taitou	P+G
Surigeri	⇩K	Jungyaku Jizai	⇨P+G
Ryugakuha	⇩⇨⇨K (Charges, can be cancelled)	Ko'enraku	⇨P+G
Ryueikyaku	⇨⇨K	Izuna Otoshi	⇨P+G⇨P+G
Fu'ei Renkyaku	⇨⇨KK	Katanagasumi	⇨P+G
Fushin Hizageri	⇩⇨K	Fushin Randangeki	⇨P+G
Tenshin Agokudaki	⇨KKK	Kagegasumi	⇨⇨P+G
Kuruwageri	⇨⇨K	Fugasumi	⇨⇩P+G
Nakageri	⇨K	Fushin Randangeki	P+G (From Hagakure You Jumonji)
Jibashiri	⇨K	Jump Attack	
Senpugeri	⇩K	Shutou	P
Bosatsushou	P+K (Goes to Hagakure-ryu You Jumonji Stance, parries attacks)	Tsukikakatogeri	K
Fujin Urasuisha	⇩P+KK	Down Attack	
Rakusenjin Gaeshi	⇨P+K⇨P+K	Kakato Otoshi	⇨K
Kasumi Yaiba	⇨⇨P+K (Goes to Hagakure-ryu You Jumonji Stance)	Hishougeki	⇨P
Rakuyou Senpudan	⇨P+K	Rising Attack	
Fusen Renkyaku	⇨K+G	Fushageri	KKK
Tsumujigeri	⇩K+G	Uraha Surigeri	⇩KKK
Hagaryu	⇨⇨K+G	Reversals	
Gen'you	⇨K+G	Kotegaeshi	⇨P+K, ⇨P+K (High or mid P)
Urasuisha	⇨K+G	Hagakure-ryu In/Myou'oujin	From Hagakure You Jumonji, normal stance (High or mid P)
Suishageri	⇩K+G	Hagakure-ryu You Chiryu	From Hagakure You Jumonji, P+K+G (mid K)
Engetsugeri	⇨K+G		
Hagakure Senjin	P+K+G (While evading)		
Rairyu Hishoukyaku	⇨⇨P+K+G (Unblockable high)		
Sokuten	⇨⇨⇨ (Hold P+P+P to go to Hagakure-ryu You Jumonji Stance)		
Zenten	⇨⇨⇩⇨⇨		
Kouten	⇨⇨⇩⇨⇨		
Kouten	⇨⇨⇩⇨⇨P (After Zenten)		

Sarah Bryant

PROFILE

Country : U.S.A

Sex : Female

Blood type : AB

Job : College Student

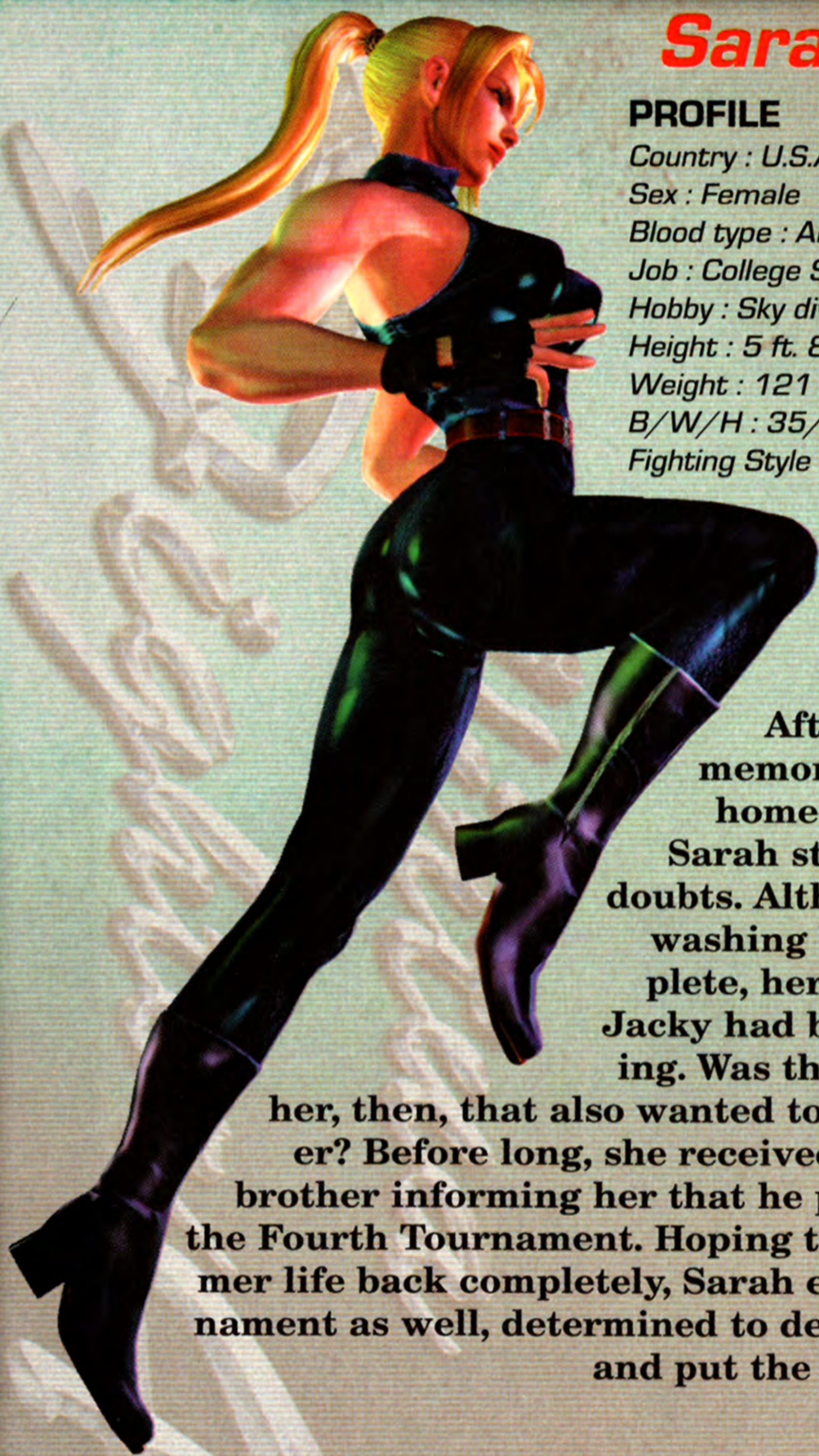
Hobby : Sky diving

Height : 5 ft. 8 in.

Weight : 121 lbs.

B/W/H : 35/22/35

Fighting Style : Jeet Kune Do



After regaining her memory and returning home to a normal life, Sarah still had lingering doubts. Although her brainwashing had been incomplete, her desire to defeat Jacky had been overwhelming. Was there some part of her, then, that also wanted to fight her brother? Before long, she received a call from her brother informing her that he planned to enter the Fourth Tournament. Hoping to regain her former life back completely, Sarah entered the tournament as well, determined to defeat her brother and put the past behind her.

Sarah, Jacky's sister and a student of Jeet Kune Do, does not fight with a lot of power. Instead, she strings together lightning-fast combinations of punches and kicks. She can perform flamingo-like kicks, pulling one of her legs up, then combine that stance with other moves for devastating damage. Most of her moves can be performed with simple button combinations. Sarah is a suitable character for beginners.



Character Introductions & Move List

MOVE LIST

MOVE	COMMAND	MOVE	COMMAND
Normal Move		Normal Move From Flamingo	
Flash Piston Punch(B)	PP←P	Cut In Punch	P
Flash Piston Punch(C)	PP↑P	Cut In Chop	↙P
Combo Rising Knee	PPP↑K	Right High Kick	↘K (Goes to Flamingo Stance)
Combo Somersault Kick	PPP↘ or PPP←K	Side Kick Combination	↘K↘K (Goes to Flamingo Stance)
Combo Rising Kick	PPP↑K	Low Cut Combination	↘K↘K↘K (Goes to Flamingo Stance)
Punch High Kick	PK	Cannon Combination	↘K↘K↘K+G (Goes to Flamingo Stance)
Punch Side Kick	P↘K	Crush Low	↘K (Goes to Flamingo Stance)
Squat Straight	↘P (Can be blocked high)	Hand Hold Neck Cut	↘K (If hits) P+G
Double Joint Butt	↘PK	Guard Crush Sword	↘K (Goes to Flamingo Stance)
Elbow Side Chop	↘P↙P	Cut-in Middle	↘K (Goes to Flamingo Stance)
Setup Combination	↘PK (Goes to Flamingo Stance)	Somersault Kick	↑K
High Kick Straight	↘P	Fake	P+K (Goes to Flamingo Stance, deflects attacks ↘P)
Double Thrust Kick	↘K↘K	Side Neck Cut Sword	↘P+K (Goes to Flamingo Stance)
Jackknife Side Kick	↘K↘K	Side Neck Cut Sword	↑P+K (Goes to Flamingo Stance)
Double Step Knee	↘K↙K	Heel Sword	K+G
Dash Knee	↘↘K	Low Spin Kick	↘K+G (Goes to Flamingo Stance)
Switch Kick	↘K (Goes to Flamingo Stance)	Heel Sword Slash	↘K+G
Full Spin Heel Kick	↑ or ↘K	Throw	
Mirage Kick	↘K↘K↘K	Front Suplex	P+G
Illusion Jackknife	↘K↘K↘K	Lightning Knee Smash	↘P+G
Illusion Low Kick	↘K↘K↘K	Rolling Face Crush	↘P+G
Dragon Smash Cannon	↘K	Neckbreaker Drop	↘↘P+G
Somersault Kick	↘K	Leg Hold Throw	↘↘P+G
Double Low Kick	↘K↘K	Falling Angel Throw	↘↘P+G
Rising Knee Double	↘↘K↘K	Throw (From Flamingo)	
Rising Knee Combo	↘↘K↘K	Leg Hook Throw	P+G
High Side Kick	P+K (Goes to Flamingo Stance, deflects attacks)	Gatling Kick Beat	↘↘↘↘ or ↘↘↘↘P+G
Toe Kick Jackknife	↘P+K↘K	Jump Attack	
Double Rise Kick	↘P+K (Goes to Flamingo Stance)	Elbow	P
Spin Kick	K+G	Step Hook Kick	K
Crush Tornado	K+G (Input while rising from a crouch, charges)	Down Attack	
Leg Slicer	↘K+G	Soccer Ball Kick	↘K
Step Round Kick	↘K+G	Jumping Knee Stamp	↘P
Spin Edge Kick	↘K+G	Rising Attack	
Round Kick	↑K+G	Rising Back Kick	↘K↘K↘K
Low Spin Kick	↘K+G	Slide Low Spin Kick	↘K↘K↘K
Side Hook Kick	↘K+G		
Tornado Kick	↘K+G		
Spin Heel Sword	↘K+G		
Right Side Kick	P+K+G (While evading ↘)		
Left Side Kick	P+K+G (While evading ↑)		

Jacky Bryant

PROFILE

Country : U.S.A

Sex : Male

Blood type : A

Job : Indy car racer

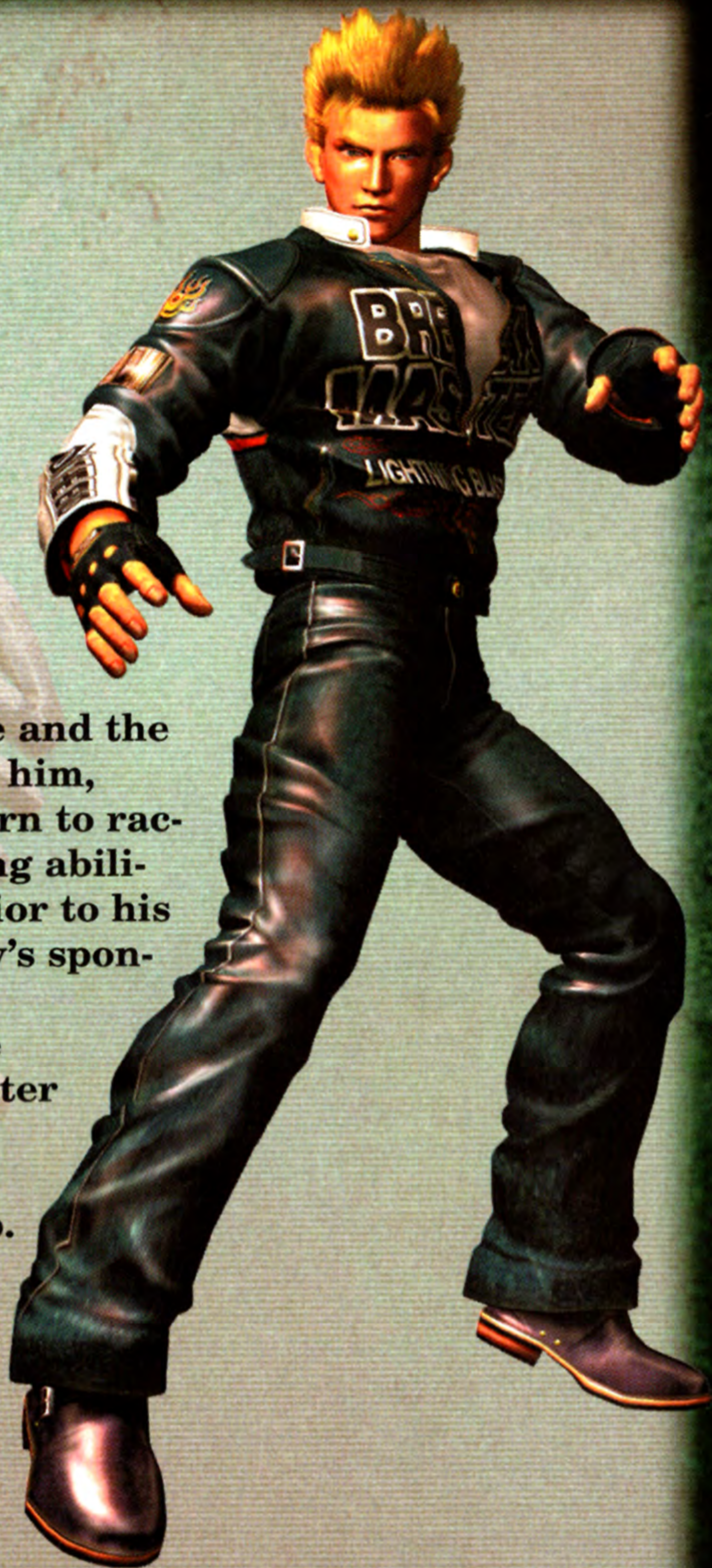
Hobby : Training

Height : 6 ft.

Weight : 165 lbs.

B/W/H : 43/34/36

Fighting Style : Jeet Kune Do



With Sarah back in his life and the Third Tournament behind him, Jacky was anxious to return to racing and work on his driving abilities. But only 3 months prior to his first comeback race, Jacky's sponsors were mysteriously attacked. During the same week, Jacky received a letter ordering him to enter the Fourth Tournament if he wanted the attacks to stop. This threat was more than enough to convince Jacky to begin training and enter the tournament once again.

Jacky, a student of Jeet Kune Do, has various coordinated moves. By combining many different kinds of moves and steps, Jacky is capable of confusing his opponents and capitalizing on their weaknesses. By using his elbows and a variety of throws, Jacky can deliver a great deal of damage. Jacky is suitable for beginners.

MOVE LIST

MOVE	COMMAND	MOVE	COMMAND
Normal Move			
Flash Piston Punch	PPP	Spinning Kick Low Spin Kick	K+G↓K+G
Double Punch Snap Kick	PPK	Spin Leg Slicer	↓K+GK
Combo Elbow Spin Kick	PP→PK	Spin Heel Sword	←K+G
Combo Elbow Knuckle Spin Kick	PP→PPK	Middle Spin Kick	←→K+G
Combo Elbow Knuckle Low Spin Kick	PP→PP↓K	Head Hook Kick	△K+G
Combo Back Knuckle Spin	PP←PK	Switch Spin Kick	P+K+GK
Double Punch Low Spin Kick	PP↓K	Heavy Body	←P+K+G△△P
Double Punch Knee Kick	PP→K	Step-in Sword	←P+K+GK
Jab Double Straight	PP↑P	Step-in Low Slash High	←P+K+G↓KK
Punch Low Spin Kick	P↓K	Barrier Kick	P+K+G (While evading)
Punch High Kick	→PK	Throw	
Squat Straight	↓P (Can be blocked high)	One-Inch Blow	P+G
Rising Elbow	→P	Northern Light Bomb	△P+G
Elbow Knuckle Spin Kick	→PPK	Neck-Breaker Drop	→→P+G
Elbow Knuckle Low Spin Kick	→PP↓K	Knee Strike	→←P+G
Elbow Spin Kick	→PK	Sadistic Hanging Knee	△△P+G
Double Spin Knuckle	←PP	Jump Attack	
Spinning Slant Back Knuckle	←P△P	Elbow	P
Spinning Arm Kick	←PK	Step Hook Kick	K
Spinning Low Spin Kick	←P↓K	Down Attack	
Lightning Straight	△PPP	Soccerball Kick	△K
Smash Back Knuckle	△PP+K (Charges)	Jumping Knee Stamp	△P
Smash Upper	↓△P	Rising Attack	
Slant Low Spin Kick	△PK	Rising Back Kick	KKK
Vertical Hook Kick	→K (Steps forward)	Low Spin Kick	↓KKK
Combo Knuckle Spin Kick	KPK	Reversal	
Combo Knuckle Low Spin Kick	KP↓K	Pak Sao	(High or mid P reversal. From normal stance)
Double Spinning Kick	KK	Pak Sao Knuckle	P (Reversal Combo. Input during Pak Sao)
2-Way Spin Kick	K↓K		
Knee Kick	→K		
Dash Hammer Kick	→→K		
Side Hook Kick	←K		
Step-in Middle Second	△KK		
Somersault Kick	↓K		
Double Low Kick	↓KK		
Beat & Knuckle Spin	P+KPK		
Beat & Knuckle Low Spin	P+K↓K		
Beat Spin Kick	P+KK		
Chopping Left Combo	→P+KP		
Lightning Kick 5	↓P+KKKKK		
Lightning Storm 5	△P+KKKKK		
Lightning Low	△P+KKKK↓K		

Shun-Di

PROFILE

Country : China

Sex : Male

Blood type : O

Job : Herbal Doctor

Hobby : Collecting Herbs

Height : 5 ft. 5 in.

Weight : 139 lbs.

B/W/H : 35/34/35

Fighting Style : Drunken Kung-Fu



Although he joined the Tournament to look for his pupil, Shun failed to find him. Returning home, Shun found a letter from his pupil. The letter explained that Shun would need to help rescue the pupil if he failed to escape the Organization. After months passed and the pupil did not return, Shun resolved to train for the Fourth World Fighting Tournament, infiltrate the Organization, and rescue his pupil by force.

Shun-Di is an expert of "Suiken," a style used to approach opponents pretending to be drunk and then attack. If he can pretend to take a drink while fighting, his moves become more powerful, and more moves become available to him. You will find that Shun is very unique in comparison to other characters. Note that it will take a great deal of practice to fully master his moves. Because of this, Shun is only recommended for Advanced players.



MOVE LIST

MOVE	COMMAND	MOVE	COMMAND
Normal Move			
Gyoushu Chougeki	➡P	Koushinhi Futsushu	↩P+K+GP
Saishu Renkangeki	PPP	Kousoku Zenhi	↩P+K+G
Rengeki Koukashutai	PP↩KK (Press Ⓞ to fall down after the move. 6 or more drinks)	Kousoku Zenhi	↩P+K+G
Gekiten Sentai	PK	Kousoku Kouhi Futsushu	↩P+K+GP
Fukuchougeki	↩P (Can be blocked high)	Kousoku Kouhi Soushu	↩P+K+GP+K
Chouwan Saishu	↩↩↩PP (6 or more drinks)	Kousoku Kouhi Futsushu	↩P+K+GP
Kasen Denda	↩PK	Kousoku Kouhi Soushu	↩P+K+GP+K
Kasen Renkan Denda	↩PPK	Zabantetsu	↩P+K
Kasenko	↩PPPK	Chubu Raksenkyaku	K (From Zabantetsu)
Ousougeki	↩P	Saikeikyaku	↩K (From Zabantetsu)
Rengeki Gakushu	↩↩PPP	Za'inshu	P+K+G (Adds 3 drinks. From Zabantetsu)
Shinpo Suikoushu	↩↩P	Tentouritsu	↩↩↩↩↩
Suisen Touritsu	↩PPKP+K+G (Goes to Tentouritsu. 8 or more drinks)	Toushin Renkyaku	K (Goes to Tentouritsu. From Tentouritsu)
Suisen Touritsu	↩PPK.P+K+G (Goes to Tentouritsu, input slowly. 8 or more drinks)	Tenshin Suishukou	P+K (From Tentouritsu)
Getsuga Saigeki	↓↩P	Soushoutai	K+G (From Tentouritsu)
Haisenchu Kaikakyaku	↩PK	Oushin	↩↩↩↩↩
Hiten Hougeki	↩P	Nehan Senkyaku	K (From Oushin)
Touchi Hanshouso	↩P	Gyoushin Toutai	KPK (Falls down, from Oushin)
Koushutai	K (Hold K to go to Choukarou)	Nehan Rengekikatai	↩↩↩ (Press Ⓞ to fall down after the move. From Oushin, 10 or more drinks)
Renhi Chougeki	KK (Hold K to go to Choukarou)	Nehan Sousoukyaku	↩K (Goes to Oushin. From Oushin)
Renshu Kaishu	KKP	Nehan Soukyaku	↩K (From Oushin)
Renshu Haikaryukyaku	KK↩PK (16 or more drinks)	Oushin Inshu	P+K+G (Adds 3 or more drinks. From Oushin)
Gyousentai	↩K	Oushin	↩or↩ (From Choukarou)
Sokutan Senshu	↩K (Goes to Choukarou)	Ousou Sengeki	P (From Choukarou)
Chubu Soutenkyaku	↩↩K	Sokutan Senshu	K (From Choukarou)
Gyoushin Toutai	↩K (Falls down)	Zensen Soutai	K+G (From Choukarou)
Ryubikyaku	↩K	Zabantetsu	P+K (From Choukarou)
Sokutankyaku	↩K		
Koushu Rentai	↩KK (Hold Ⓞ to fall down)	Throw	
Kuhi Soutanshu	↩K (Falls down)	Suiho Tenshinchu	P+G (Adds 4 drinks)
Senshi	↩K (Falls down)	Toushu Richu	↩P+G
Suisen Touritsu	P+KKP+K+G (Goes to Tentouritsu)	Tenshin Souko	↩P+G
Suisen Touritsu	P+KK.P+K+G (Goes to Tentouritsu, input slowly)	Tenshin Soukeikyaku	↩↩P+G (6 or more drinks)
Tenshin Souchushou	↩P+K (Adds 3 drinks)	Gouhai Senbu	↩↩↩↩or↩↩↩↩P+G (Adds 6 drinks. 10 or more drinks.)
Touku Hitenhou	↩↩P+K (8 or more drinks)	Honshin Sousentai	P+G (From Tentouritsu)
Chubushin	↩P+K (Goes to Tentouritsu)	Suisen Touchu Sougeki	P+G (Goes to Oushin. From Choukarou)
Gekizan Senchu	↩P+K (Charges)		
Kanshoushi	↩P+KP	Jump Attack	
Tanhi Chougeki	K+G (Hold K+G to go to Choukarou)	Rakuho Chougeki	P
Ousoushu	K+GP	Saikatai	K
Renkan Zensen Soutai	↩K+GKK (7 or more drinks)		
Senpu Soutai	↓or↩↩K+G	Down Attack	
Toukyaku	↩K+G	Rasen Suichu	↩P
Honshin Rensenkyaku	↩K+G (Hold K+G to go to Choukarou)	Tenchu Rakukyaku	↩P
Ryubikyaku	↩K+G	Touchi Hanshouso	↩P (Falls down)
Haitou Rensenkyaku	↩K+G (Falls down)	Tenchi Chugeki	↩P (Falls down G)
Gyou'inshu	P+K+G (Adds 1 drink)		
Shusoku Renkyaku	P+K+G (While evading)	Rising Attack	
Kasen Renchugeki	↩P+K+GPP (Goes to Choukarou)	Bokuko	KKK
Kasen Renchugeki	↩P+K+GPP (Goes to Choukarou)	Kousen Senkyaku	↓KKK

Lion Rafale

PROFILE

Country : France

Sex : Male

Blood type : AB

Job : College Student

Hobby : Skateboarding

Height : 5 ft. 7 in.

Weight : 139 lbs.

B/W/H : 35/33/35

Fighting Style : Tourou-Ken



After two defeats at previous Tournaments, Lion returned home doubting his own abilities. Proud of his son despite his losses, Lion's father encouraged him to return to training and helped him regain his pride. A few months later, the invitation for the Fourth World Fighting Tournament arrived. With renewed confidence, Lion left home, claiming, "I am the only one who will win the championship!"

Lion is capable of overwhelming his opponents with sharp jabs and speedy attacks. He can avoid being attacked and attack the opponent at the same time by keeping his stance low and attacking the opponent's feet. Lion's real power will be fully released when he can combine several attacks with special movements. His commands are not too difficult to enter, yet it is difficult to combine coordinated moves to attack. Lion is recommended for Intermediate players who can combine Lion's various attacks.



MOVE LIST

MOVE	COMMAND	MOVE	COMMAND
Normal Move			
Renkan Senshou	PPP	Zensou Tenshinkyaku	↩K+G (Turns back to opponent)
Rensui Soushu	PP↓P	Mabanshu	P+K+G (While evading)
Rensuitai	PK	Shazenho	↩P+K+G
Katousui	↓P (Can be blocked high)	Shazenho	↩P+K+G
Ryusei Koushu Rengeki	↩↩↩PPP	Shakouho	↩P+K+G
Banchu Renkanshu	↩PP	Throw	
Shinpo Shousenshu	↓↩P	Hatoushu Shutai	P+G
Senshippo	↩↩P	Shichisei Tenbunchu	↩P+G
Tenshin Tourou Renkyaku	↩PPK	Haika Senten	↩P+G
Shinpo Tourou Soushu	↩↩P	Shichisei Chouhi Hozen	↩P+G
Rakugekishou	↩PP	Tozan Honshakyaku	↓↩P+G
Rensou Koushu	↓↩PPP	Saishu Houkou	↩↩P+G
Tougeki Rensui	↩PP	Hiten Soukukyaku	↩↩P+G
Senshintai	K	Bokuho	↩↩P+G
Senshintai	➡K (Steps forward)	Yokushin (toward screen)	↩↩P+G↓
Rensentai	KK	Yokushin (away from screen)	↩↩P+G↑
Zensoutai	↓KK	Rakushu Soushu	↩↩P+G↓P+G
Tousentai	↓KK+G	Rakushu Dantai	↩↩P+G↑P+G
Koushu Teishitsu	↩K	Tenshin Soukoushu	↩↩↓↩↩P+G
Funjin Rentankyaku	↩↩KK	Jump Attack	
Katoutai	↩KK	Touku Haigekishou	P
Dantai	↩K	Touku Shoukyaku	K
Senkyutai	↩K	Down Attack	
Senten Kukyaku	↩K	Rakusenshu	↩P
Souji Senpu	P+K	Hiten Rakutai	↩P
Touho Soushu	↓P+K	Rising Attack	
Tenshin Touho Soushu	↩P+K↩	Senkyu Rentai	KKK
Tenshin Touho Soushukyaku	↩P+KK	Shicchi Haisentai	↓KKK
Rensansui Banchu	↩↩P+KPPP		
Taizan Soukoushu	↩P+K (Charges)		
Juchou Senshou	↩P+K		
Sokuho Haisoushu	↩P+K		
Shaho Shasousui	↩P+K		
Kousoutai	↓K+G		
Tenshin Ryou'inkyaku	↩K+G		
Senpu Haisoushu	↩↩K+G↓P		
Senou Haisoushu	↩↩K+G↩P (Turns back to opponent)		
Senpu Shoukyaku	↩↩K+G↓K (Turns back to opponent)		
Shicchi Soutai	↩K+G		

Aoi Umenokouji

PROFILE

Country : Japan

Sex : Female

Blood type : A

Job : College Student

Hobby : Ikebana

Height : 5 ft. 4 in.

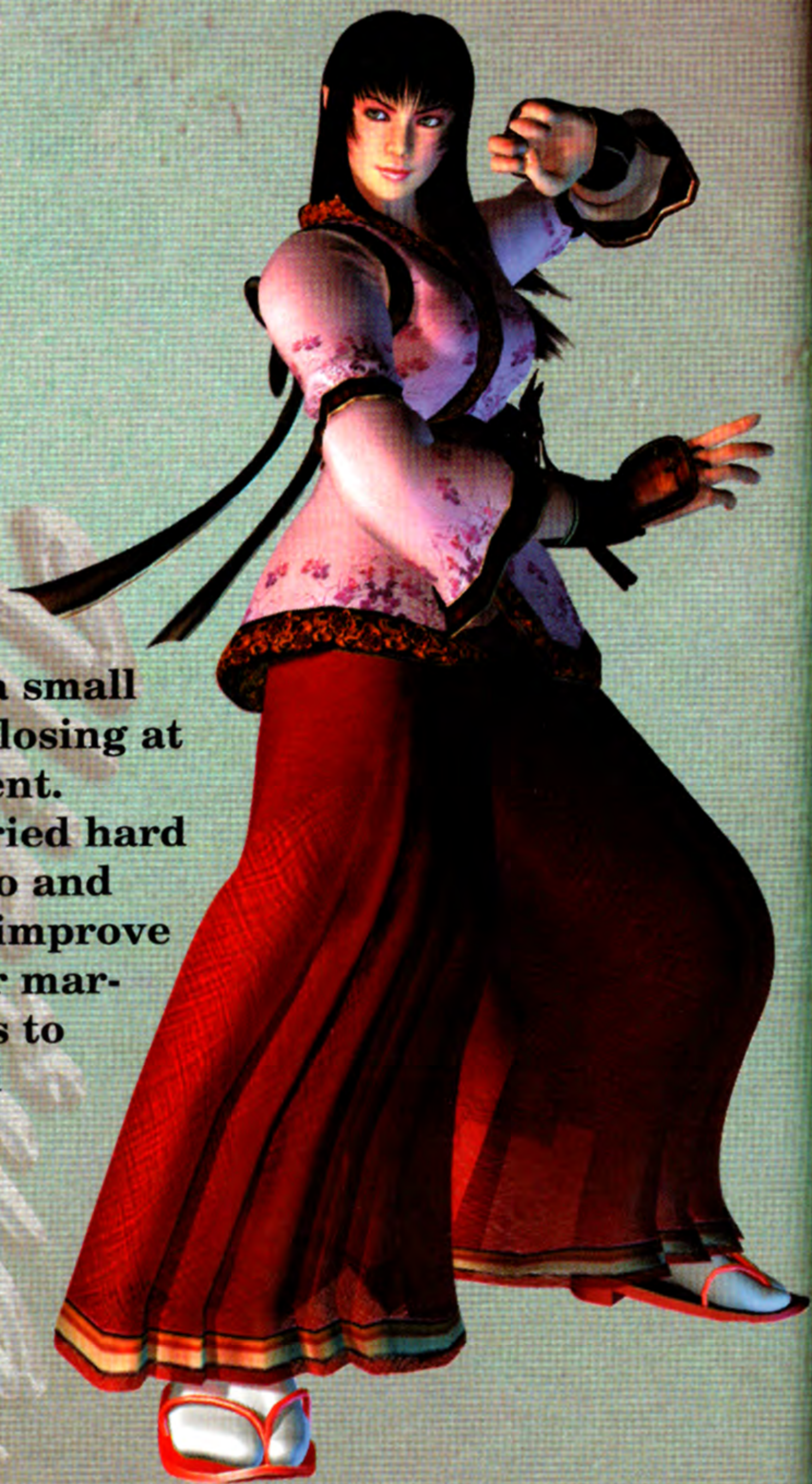
Weight : 104 lbs

B/W/H : 33/21/34

Fighting Style : Aiki ju-jutsu

Aoi has realized what a small world she was in after losing at the previous Tournament.

Returning home, she tried hard not only to learn Aikido and Kobujutsu, but to also improve her knowledge of other martial arts. She is anxious to enter the Fourth World Fighting Tournament so that she can demonstrate her enhanced repertoire of moves.



Aoi is a young fighter who has devoted herself to mastering Aikido. One of her main strengths is her wide variety of reversals and parries. Of special note is her stance, "Tenchi-In'you no Kamae (←K+G+P)," which automatically parries almost every move. One of her basic strategies is to overwhelm her opponent with speedy striking attacks, then right before her opponent tries to attack, switch to "Tenchi-In'you no Kamae" to parry and counterattack. If you are capable of reading attacks from the opponent, try her moves!

MOVE LIST

MOVE	COMMAND	MOVE	COMMAND
Normal Move		Throw	
Rentotsu Kodachi Tenchi In'you	PPPKP+K+G (Goes to Tenchi In'you)	Ko'ate	P+G
Rentotsu Kusanagi Tenchi In'you	PPPP↓K+K+G (Goes to Tenchi In'you)	Rokudan Obitori	↙P+G
Rentotsu Kinuguruma	PP↔PP (Can be stopped)	Konoha Otoshi	↘P+G
Nirentotsu Kugikyaku	PPK	Hangetsuha	↗P+G
Shougerigasane	PK	Aikinage	↓↔P+G
Gedan Shouda	↙P (High throw)	Okurite Mawashi	↔↔P+G
Tsumujisakura	↔PP (Can be stopped)	Chougarami	↔↔↔↔↔P+G
Koromoguruma	↔↔P (Can be stopped)	Wakigarami	↔↔↔↔↔P+G
Jyoudan no Ate	↔↔P (Deflects attacks)	Kiri'e Otoshi	↗↔↔↔ or ↙↔↔↔P+G
Ougibarai	↔P (Deflects attacks)	Taiboku Taoshi	↗↔↔↔ or ↙↔↔↔P+G
Kasaneate	↔↔P	Taiboku Kudaki	↗↔↔↔ or ↙↔↔↔P+G↔↔↔↔↔K+G
Tenkai	↔↔PP+G (Hit-throw. During ↔↔P hit)	Tekime Toushin	↙P+K+G (Low Throw)
Ryoushi	↔↔P	Shin no Kurai	↗P+K+G (Low Throw)
Sodeshinken Tenchi In'you	↔PP+K+G	Jump Attack	
Musouha	↓↔P	Tobi Shutou	P
Sodeguruma	↓↔P↔P+G ((Hit-throw. During ↓↔P counter hit)	Tobi Maegeri	K
Sunekudaki	↔P	Down Attack	
Uegeri	K	Tateshutou	↔P
Uegeri	➡K (Steps forward)	Kusei Komashutou	↗P
Kusarigama	KK	Edakudaki	↔P+G
Raijinha Tenchi In'you	↔K+K+G (Goes to Tenchi In'you)	Rising Attack	
Kumogeri	↔KK	Kumowari	KKK
Gedan Keri'ate	↙K	Minamogiri	↓KKK
Naka Kakatogeri	↔K	Reversal	
Kakatogeri	↔K	Tenshin Nyushin	↔P+K . ↗P+K (Right high or mid P)
Hirate 3	P+KPP	Uzuneru	↔P+K . ↘P+K (Left high or mid P)
Oushu Hijiate	↔P+KP (Can be stopped)	Edasaki	↔P+K . ↗P+K (Right high or mid K)
Fuzakura	↔↔P+K	Kusabi Otoshi	↔P+K . ↘P+K (Left high or mid K)
Jousei Ryousenshou	↔↔P+K (Can be stopped)	Konami	↔P+K . ↗P+K (High or mid spin kick)
Soushouda	↔↔P+K	Urasenryu	↔P+K . ↘P+K (Opponent behind, left or right high or mid K)
Hou'oushu	↔P+K	Urakotegaeshi	↔P+K . ↗P+K (Opponent behind, left or right high or mid P)
Kusanagi Tenchi In'you	↙K+GP+K+G (Goes to Tenchi In'you)	Ryu no Agito	↗P+K (Right elbow)
Suigetsutotsu	↔K+GP	Tsutakazura	↗P+K (Right mid K)
Ogamigeri	↔K+G (Turns back to opponent, deflects attacks)	Ougisaki	↗P+K (Left mid K)
Kusei Gatotsugeri	↗K+G	Ochibamai	↗P+K (Left knee)
Mikawashi Hijiate	P+K+G (While evading)	Fusharin	↗P+K (Right knee)
Tenchi In'you	↔P+K+G (High or mid parry, hold P+K+G to maintain stance)	Ryu no Agito	↗P+K (Left elbow)
Ryusui	↙ (From Tenchi In'you)	Ouzu	↖P+K (Somersault)
Ryusui	↗ (From Tenchi In'you)	Konami	↙P+K (Low spin kick)
		Senryu	↙P+K (Low P)
		Kaede Otoshi	↙P+K (Low K)
		Ryuseishu	(High or mid P elbow. From Tenchi In'you, parry)
		Ha'oboro	(High or mid K. From Tenchi In'you, parry)
		Hangetsuguruma	(Mid K. From Tenchi In'you, parry)
		Hangetsuguruma	(Elbow. From Tenchi In'you, parry)

Lei Fei

PROFILE

Country : China

Sex : Male

Blood type : B

Job : Monk

Hobby : Prayer

Height : 5 ft. 9in.

Weight : 139 lbs.

B/W/H : 39/33/33

Fighting Style : Shaolin Style



At times in Chinese history, there emerged martial arts styles that wielded power enough to threaten the ruling dynasty. The Emperors, fearing the danger these legendary arts posed, at

times used their military might to ban and suppress certain styles. For those arts too powerful even for the military, it fell to a little-known group of martial arts experts to eliminate the forbidden style and its practitioners. Even now, long after the last Emperor, the group still stands vigilant. Lei Fei, a young monk with outstanding abilities even within the order, was charged with the elimination of "Koen-Ken," a forbidden style resurrected by Lau Chan. But as Lei Fei prepares for the Tournament, his thoughts are not to destroy Koen-Ken, but to make its legendary power his own...

With his brilliant sense of fighting, Lei Fei has mastered various martial arts. His character combines stances of "Dokuritsu-shiki," "Hai-shiki," "Nehan-shiki," and "Koko-shiki" using a variety of moves and attacks. For advanced players, Lei Fei has the ability to switch up stances quickly and confuse his opponents. There are also moves that beginners can perform simply by pressing buttons continuously (ex. **PPPP** or **PPKKKK**). Lei Fei is suitable for both experts and beginners.

MOVE LIST

MOVE	COMMAND	MOVE	COMMAND
Normal Move		Normal Move (Dokuritsu Shiki)	
Renken Tousehou	PPP (Charges, goes to Hai Shiki)	Housui Shouheki	PP+K (From Hai Shiki)
Fukusoushou	↓P (Can be blocked high)	Koudantai	K (Goes to Dokuritsu Shiki. From Hai Shiki)
Shousui	⇨P	Hai Shiki Zensoutai	⇨K (From Hai Shiki)
Rengeki Soushou Touchu	⇨PPPPP	Senpukyaku	K+G (Goes to Hai Shiki. From Hai Shiki)
Toutenshou	↓⇨P	Senshippo	P+K (Charges. From Hai Shiki)
Tousehou	⇨⇨P	Normal Move (Nehan Shiki)	
Rakengeki	⇨PP	Nehan Shiki	⇨P+K+G PPK (Goes to Nehan Shiki)
Souyokugeki	⇨⇨P	Tenshin Housui	P (Deflects attacks, From Nehan Shiki)
Uryu Banda	⇨⇨P (Goes to Hai Shiki)	Sokushukyaku	PK (Goes to Dokuritsu Shiki, From Nehan Shiki)
Shaten Renshou	⇨⇨PP	Hi'en Senpukyaku	K (Goes to Koko Shiki. From Nehan Shiki)
Haisenkkyaku	K (Goes to Hai Shiki)	Zensoutai	⇨K (From Nehan Shiki)
Fujinkyaku	⇨K	Renkan Honshin Mahosui	P+KPPP (From Nehan Shiki)
Rigoutai	⇨K (Goes to Koko Shiki)	Normal Move (Koko Shiki)	
Toukyaku	⇨⇨K (Hold K to go to Dokuritsu Shiki)	Renkan Sousui	P (Deflects attacks. from Koko Shiki)
Tenshin Risenkyaku	⇨KK	Koushutai	K ((Goes to Nehan Shiki. From Koko Shiki)
Tenshin Soutai	⇨K⇨K (Goes to Hai Shiki)	Kasou Rensen Housui	⇨KPPP (From Koko Shiki)
Tenshin Senputai	⇨K⇨K	Throw	
Bunkyaku	⇨K	Raishin Senbu	P+G
Kongou Renshinhouda	P+KPPP	Haizan Toukai	⇨P+G
Haishin Chugeki	⇨P+KPP (Goes to Koko Shiki)	Kyusen Shouheki	⇨⇨P+G
Kochouheki	⇨⇨⇨P+K (Deflects attacks)	Haikyaku Soutou	⇨⇨P+G
Kakushu Suirengeki	⇨P+KPP	Jump Attack	
Zaban Hekishou	⇨⇨P+K	Chouhosui	P
Kyuhou Souhuken	⇨⇨P+K	Choutotsushu	K
Sousuigeki	⇨P+K	Down Attack	
Haisetsukou	⇨P+KPP (Goes to Koko Shiki)	Toushingeki	⇨K
Haisetsukou	⇨P+KPP (Goes to Koko Shiki)	Rakugeki Houda	⇨P
Nikibunkyaku	⇨K	Rising Attack	
Sokutankyaku	K+G (Goes to Dokuritsu Shiki)	Haishutai	KKK
Zensoutai	⇨K+G	Chisou Sentai	↓KKK
Hansenpu	⇨K+G	Reversal	
Senpukyaku	⇨⇨K+G (Goes to Koko Shiki)	Dokuritsu Senshou	Dokuritsushiki Stance (High, mid or low P and elbows.)
Shouhi Renkyaku	⇨K+GK (Goes to Dokuritsu Shiki)		
Soushouhi Kousoutai	⇨K+GK⇨K		
Touku Tenshinkyaku	⇨K+G		
Chisen Choukyaku	⇨K+G		
Chisen Choukyaku 2	⇨K+GK		
Toushin Choukyukyaku	⇨⇨K+GKK		
Toushin Sen'enkyaku	⇨⇨K+GKK+G (Turns back to opponent)		
Souhikyaku	⇨K+G		
Kousoku Toukyaku	P+K+G (While evading, Goes to Dokuritsu Shiki)		
Teishitsu Sokushou	P+K+GP (While evading)		
Normal Move (Hai Shiki)			
Hai Shiki	⇨P+K+G (Goes to Hai Shiki)		
Housui	P (Goes to Hai Shiki. From Hai Shiki)		
Housui Rengeki	PP (Goes to Dokuritsu Shiki. From Haishiki)		

Vanessa Lewis

PROFILE

Country : Unknown

Sex : Female

Blood type : AB

Job : Security Officer

Hobby : Singing

Height : 5 ft. 9 in.

Weight : 121 lbs.

B/W/H : 37/22/37

Fighting Style : Vale Tudo



Held by “J6” at a young age, Vanessa developed very powerful physical abilities. She was later rescued by a special forces officer named Lewis during his assault on “J6.” Lewis adopted Vanessa, but was murdered by terrorists on her 20th birthday. Learning that the terrorists were targeting VIPs, Vanessa became a security officer and vowed to find her father’s killer. Years later, Vanessa learned that a woman named “Sarah Bryant” was being targeted by “J6.” She immediately contacted the Bryants and entered the Fourth World Fighting Tournament to protect Sarah from harm.

Vanessa is a fighter who is capable of performing “Defensive Style” which immobilizes her opponents, and “Muay Thai Style” that unleashes powerful strikes. She can also change her fighting styles depending on the opponents or situations. In order to play this character, it is imperative that you remember a large number of moves and use them according to the situation you are in. Vanessa is recommended for Advanced players.

Character Introductions & Move List

MOVE LIST

* Moves in Defensive style are on orange.
Moves in Muay Thai style are on blue.

MOVE	COMMAND	MOVE	COMMAND
Normal Move			
One Two Low	P P K	Slicer Hurricane	↔↔K K
Shadow Combo High Kick	P P P K	Low Kick	↔K
Feint Body	P ↘ P	Short Jump Middle	↘K
Crush Jaw	P (While rising from a crouch)	Heavy Hook Combination	P + K P K
Leg Guard Crush	↘P (Can be blocked high)	Lightning Elbow	↔P + K
Back Knuckle Stream	↔P K K	Heavy Hook Tornado	↔↔P + K P P
Back Knuckle Toe Kick	↔P ↘ K	High Angle Fist Drop	↘P + K
Back Knuckle Toe ⇒ Front Sleeper	↔P ↘ K ↔P + G (Hit-throw, during P ↘ K ↔P hit)	Guard Crush Tornado	K + G
Ducking Body Smash	↔↔P P	Low Spin Slicer	↘K + G
Heavy Impact	↘P	Heel Kick	↔K + G
Intrude Combo	↘P P	Neck Slicer	↔↔K + G
Defensive Elbow	↘P (Deflects attacks)	Switch Back Middle	↔K + G (Turns back to opponent)
Front Kick	K	Back Charge Kick	↔↔K + G (Charges)
Switch Left Slicer	K ↘ K	Step Out	↔↔K + G (Hold K, then G)
Switch Right Slicer	K ↙ K	Step In	↔↔K + G G
Half Moon Kick	K (While rising from a crouch)	Leg Bomber	↘K + G
Stopping Low Smash	↘K P P	Intrude Hook	↘P While holding G
Sitdown Low Kick	↓K	Intercept Body	↘P While holding G
Cut-in Knee Kick ⇒ Front Sleeper	↔K ↔P + G (Hit-throw, during ↔K counter hit)	Throw	
Shadow Slicer	↔↔K	Canyon Dive	P + G
Counter Strike	↘K	Replace Throw	↘P + G
Parrying Combination	↔↔K P (Deflects attacks)	Elbow Rush	↔P + G
Right Angle Toe Kick	↘K	Arm Crush Throw	↘↘P + G
Bone Crush Middle	↘K (Charges)	Army Combination	↔↔↔↔P + G
Heavy Hook Combo	P + K P	Hell's Gate	↔↔P + G
Bomber Strike	↘P + K	Heaven's Gate	↘↔↘↘ or ↘↔↘↘P + G
Lightning Lancer ⇒ Takedown	↔↔P + K (High catch throw)	Legbreaker	↘↔↘↘ or ↘↔↘↘P + G
Pass Guard Knuckle	↔↔P + K P (Throw combo, during ↔↔P + K hit)	Rib Crush Body	↘P + K + G (opponent crouching)
Lightning Combination	↔↔P + K P	Rib Crush Knee	↘P + K + G (opponent crouching)
Cut-in	↔↘P + K (Deflects attacks ↘K)	Elbow Slash	P + G
High Angle Fist Drop	↘P + K	Replace Throw	↘P + G
Guard Crush Tornado	K + G	Triple Heavy Smash	↔P + G
Low Spin Slicer	↘K + G	Double Knee Strike	↘P + G
Heel Kick	↔K + G	Rib Crush Body	↘P + K + G (opponent crouching)
Leg Cut Low	↔↔K + G	Rib Crush Knee	↘P + K + G (opponent crouching)
Leg Cut Low ⇒ Takedown	↔↔K + G ↔P + G (Throw hit, during ↔↔K + G hit)	Jump Attack	
Switch Back Middle	↔K + G (Turns back to opponent)	Double Knuckle	P
Back Charge Kick	↔↔K + G (Charges)	Step Hook Kick	K
Step Out	↔↔K + G (G While holding K)	Elbow	P
Step In	↔↔K + G G	Step Hook Kick	K
Leg Bomber	↘K + G	Down Attack	
Stomach Crush	↘K + G	Soccerball Kick	↘K
Stomach Crush ⇒ Front Sleeper	↔P + G (During ↘K + G hit)	Rolling Leg Drop	↘P
Intrude Hook	↘P While holding G	Soccerball Kick	↘K
Intercept Body Blow	↘P While holding G	Bryant's Knee Stamp	↘P
Gliding Slicer	↘P While holding G	Rising Attack	
Gliding Back Knuckle	↘P While holding G	Rising Back Kick	K K K
Gliding Middle	↘K While holding G	Slide Low Spin Kick	↓K K K
Gliding Middle ⇒ Hold	↘K ↔P + G While holding G	Reversals	
Gliding Toe	↘K While holding G	Right Hand Hold	(Right high or mid P. From Defensive Style, normal stance)
Gliding Toe ⇒ Hold	↘K ↔P + G While holding G	Left Hand Hold	(Right high or mid P. From Defensive Style, normal stance)
Set-up (Muay Thai Style)	P + K + G	Hold High Kick	K (From R Hand Hold)
Set-up (Defensive Style)	P + K + G	Hold Low Kick	↘K (From Right Hand Hold)
Flicker Combo Strike	P P P	Right Armbreaker	P + G (From Right Hand Hold)
Defensive Elbow	↘P (Deflects attacks)	Hold Toe Kick	K (From Left Hand Hold)
Elbow Storm	↔P P K	Hold Shin Kick	↘K (From Left Hand Hold)
Assault Combination	↔↔P P P K	Arrest Hold Knee	P + G (From Left Hand Hold)
Upper Heel Sword	↘P K	Prison Armlock	↔P + K . ↘P + K (High or mid P From Defensive Style)
Smash Out	K K P P	Leg Hold Throw	↔P + K . ↘P + K (Right high or mid P From Defensive Style)
Stopping Knee Bomber 2	K K P K	Leg Catch Throw	↔P + K . ↘P + K (Left high or mid P From Defensive Style)
Half Moon Kick	K (While rising from a crouch)	Leg Hold Smash	↘P + K (Mid P From Defensive Style)
Stopping Low Smash	↘K P P		
Stopping Low Knee Bomber	↘K P K		
Low Kick	↓K		
Knee Kick Combination	↔K K P		
Step-in Knee High Kick	↔↔K K		
Step-in Knee Combination	↔↔K ↘K K		

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